

# CAVEMAN WARRIORS





# THE BOOK OF CAVEMAN WARRIORS

1st edition

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Book Design: Toni Domínguez (@AlegreDominguez)

Art: Stephen Hausdorff (@FutureChocolate)

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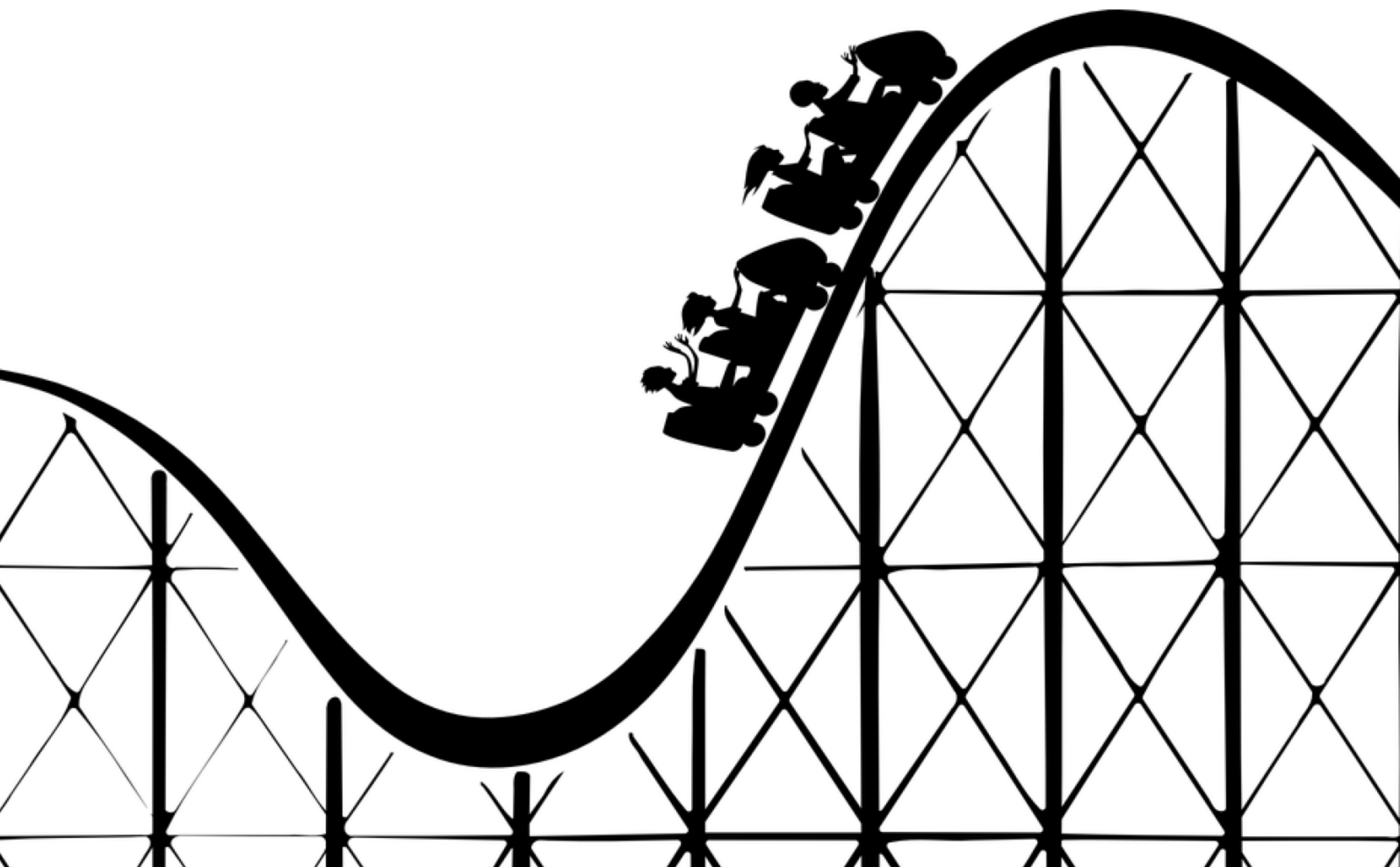






# PREFACE

**Before we get started...**









I use to say the following sentence to my students:

***Being an indie developer is a roller coaster of emotions.***

What do I mean with that? Well, during a game development you're going to experience every existing emotion. Of course, *Caveman Warriors* wasn't going to be an exception.

## Happiness

That feeling that's usually there during early development, when the project is being defined. It's a stage where creativity flows in a way that creates very happy moments. That feeling reaches its highest peak at the end of the project if it regains the investment and allows us to keep developing games, vanishing any bad moment we'd lived before.

## Sadness

This feeling happens frequently if you're an indie dev, a situation where money is constantly flowing. You must always control the ins and outs of cash and will make you take decisions that you're not going to like. What to cut to follow the established deadlines, cutting the size of your team to save money you'll need, etc.

## Surprise

Sometimes we'll see something we didn't expect to happen, creating another emotion. For example, we were extremely surprised when *Jim Sterling* made a video about our game without us having previously contacted him.

## Anger

Programmers' favourite feeling... How many times have bugs happened? How many times something doesn't work and we just don't know why? That happens daily during a development, but those are silly things compared to having a release date and then a AAA title coming at the same day. Or having a new console announced the same day as your Kickstarter campaign, which kills most of your marketing efforts.

## Fear

The must have, this one is always there. At least in the final stage of development, when you don't know if the game is going work in the current market. When you don't know if you'll have to close the company or if you'll be able keep developing more games.

We're currently in the fear stage, now **we just need our fear to turn into happiness**, to have our wagon not derailing so we can keep being in the roller coaster of emotions known as indie games development.

Jose A. (Jandu)



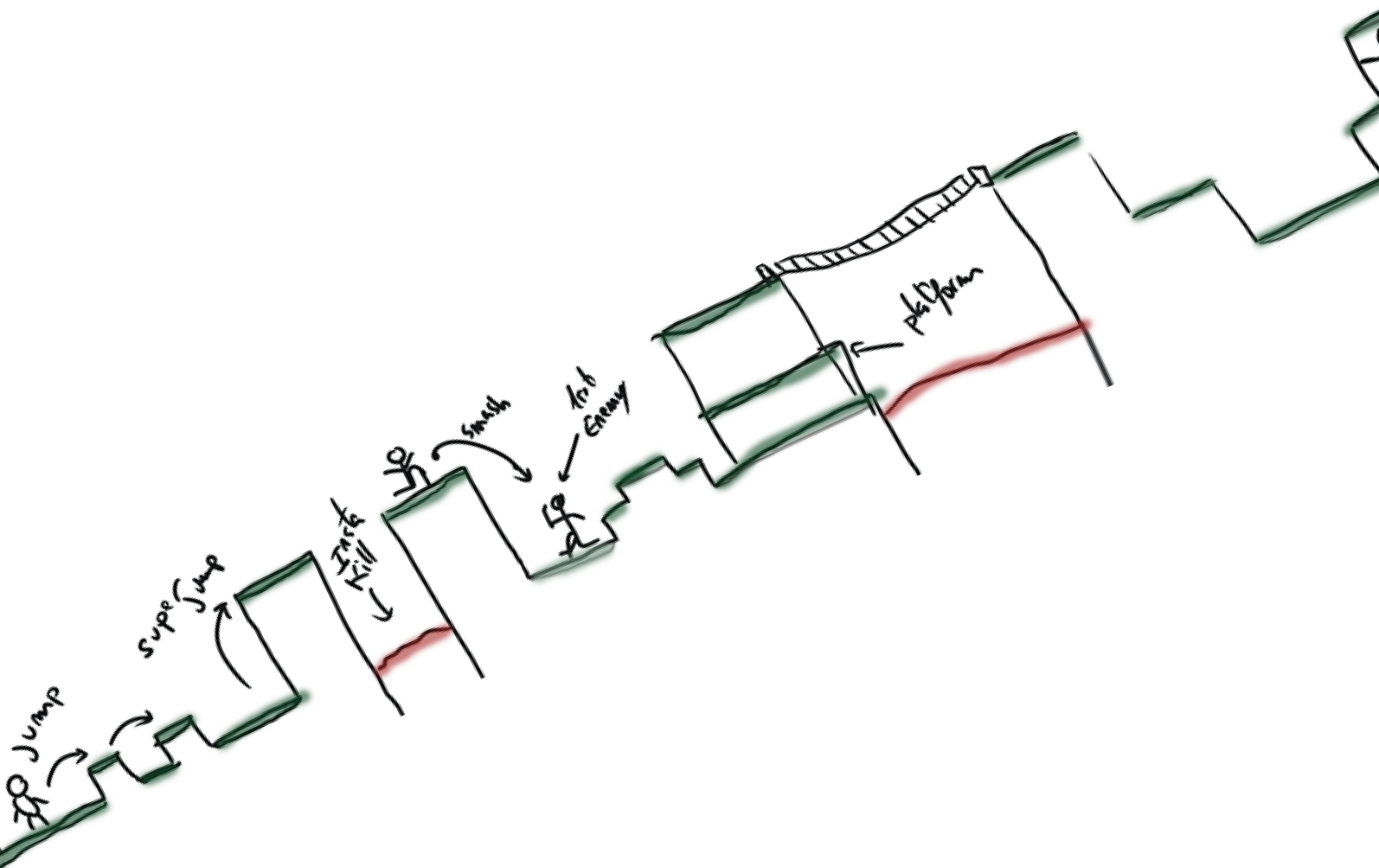






# ORIGINS

**The starting point of a  
prehistoric journey**





# ORIGINS



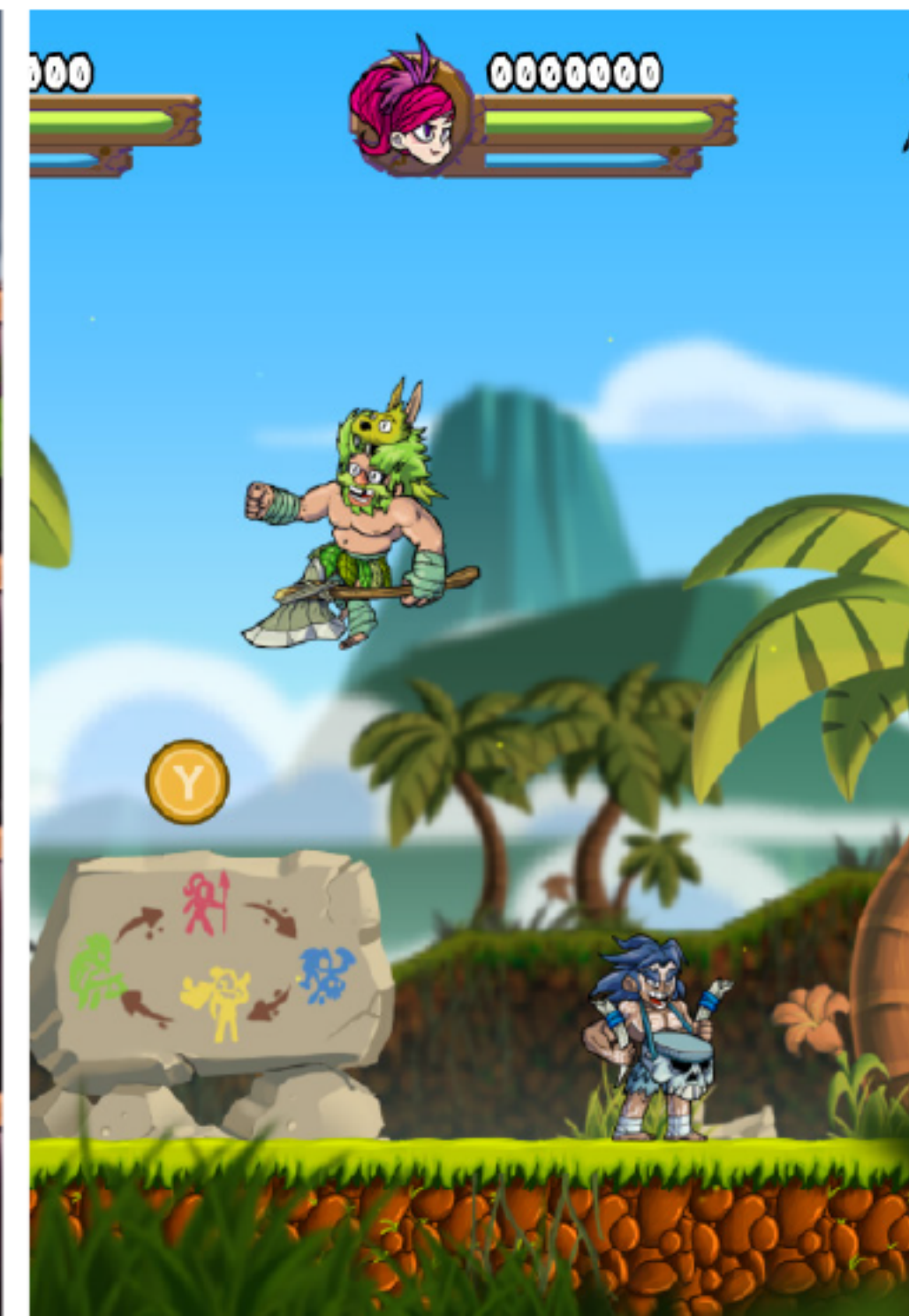
Our adventure kicked off in march 2016, with the prototype *Jac & Moe* (see the picture above), named after the cult classic *Joe & Mac: Caveman Ninja*. Our intention was to get the rights of the IP, but that idea felt off from our plans pretty quick.



**Prototype**  
***Jac & Moe***  
March 2016



**Old Graphics**  
***Cavemen Warriors***  
June 2016



**Definitive Graphics**  
***Cavemen Warriors***  
October 2016



We wanted to create a spiritual successor for *Joe & Mac*, but that plan ended up in a radical change in terms of gameplay. What we wanted to do became something more, mixing mechanics proper of other games such as *Castle Crashers*, *Trine* and a plumber who's been in our hearts for decades.



February 15 was a key date for us... the Kickstarter adventure was on! We succeeded by achieving 11.205\$, more than we needed. That will be in our hearts forever and something to be proud as a dev team. Is that the biggest success we have lived until now? Maybe. But that may change in the future.









# CHARACTERS

**Four heroes to save it all!**







We created Jack with the objective to make him look fierce, strong and dangerous to his rivals. The pet is intentionally on his head to hide his baldness. The axe fitted perfectly with his attitude and we even gave him the ability to throw it against enemies.



## CHARACTERS

The Axe Swing is the combination of a sharp-edged axe and the incredible strength of a true caveman warrior. Who else could use such a heavy weapon as a throwing one? The answer is Jack, the Smasher.



Jack's Unstoppable Onslaught allows him to destroy rocks. No obstacles will stop him!





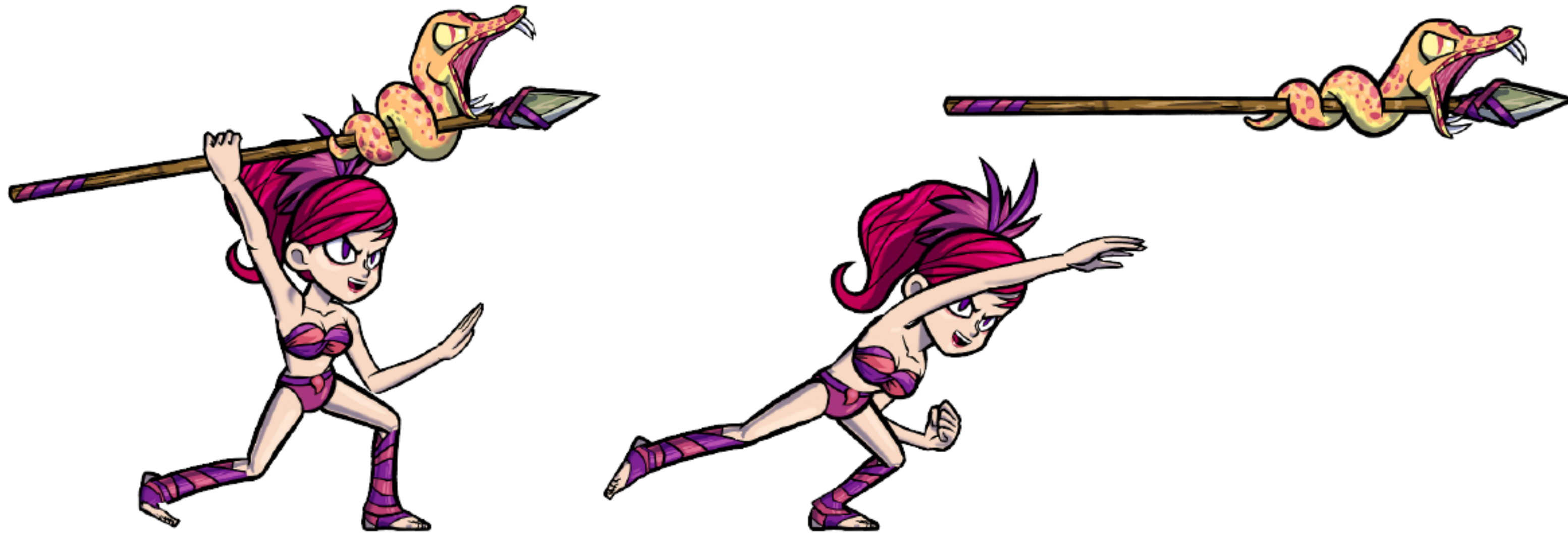
# CHARACTERS



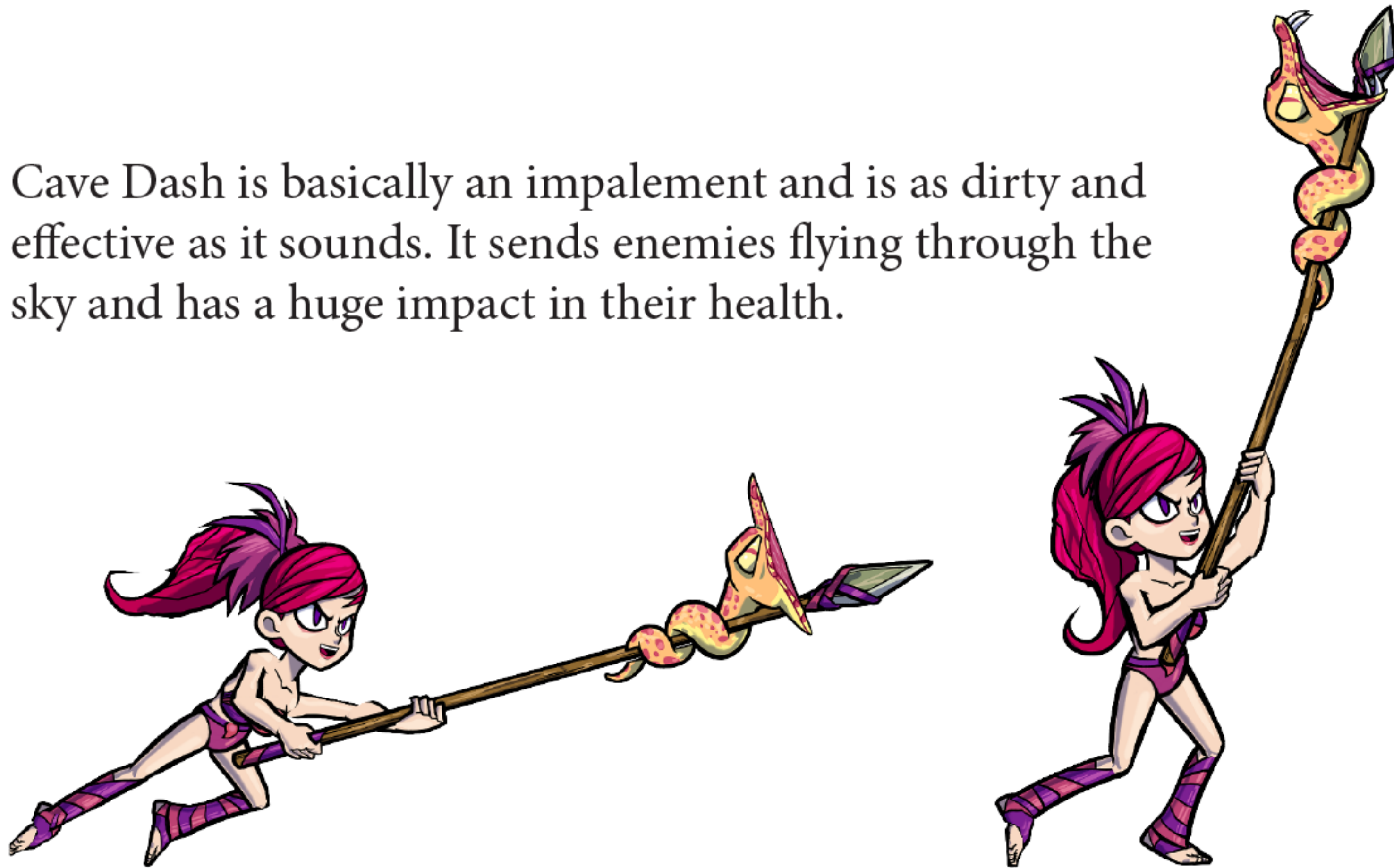
We balanced Liliana by giving her a long range attack mixed with the lowest amount of health of the four characters. This idea was better than we thought it would be and it remained unchanged.



The Super Spear consists in Liliana throwing her weapon to attack enemies in a long distance or to embed it to walls so she and her partners can climb it.



Cave Dash is basically an impalement and is as dirty and effective as it sounds. It sends enemies flying through the sky and has a huge impact in their health.





# CHARACTERS



Moe is probably our weirdest character in terms of moveset. He definitely is not the main guy in attack power, but his Monkey Song makes him necessary for both advancing through some levels and having a great time laughing at the enemies dancing.



Moe uses his Boomerang Horn for short to medium range impacts. As every good boomerang, it always comes back to its owner.



The Monkey Song is a unique skill that only Moe can perform. With the help of his two-headed monkey, he can make enemies dance. You have no idea how useful (and hilarious) this is until you have tried it in the game.





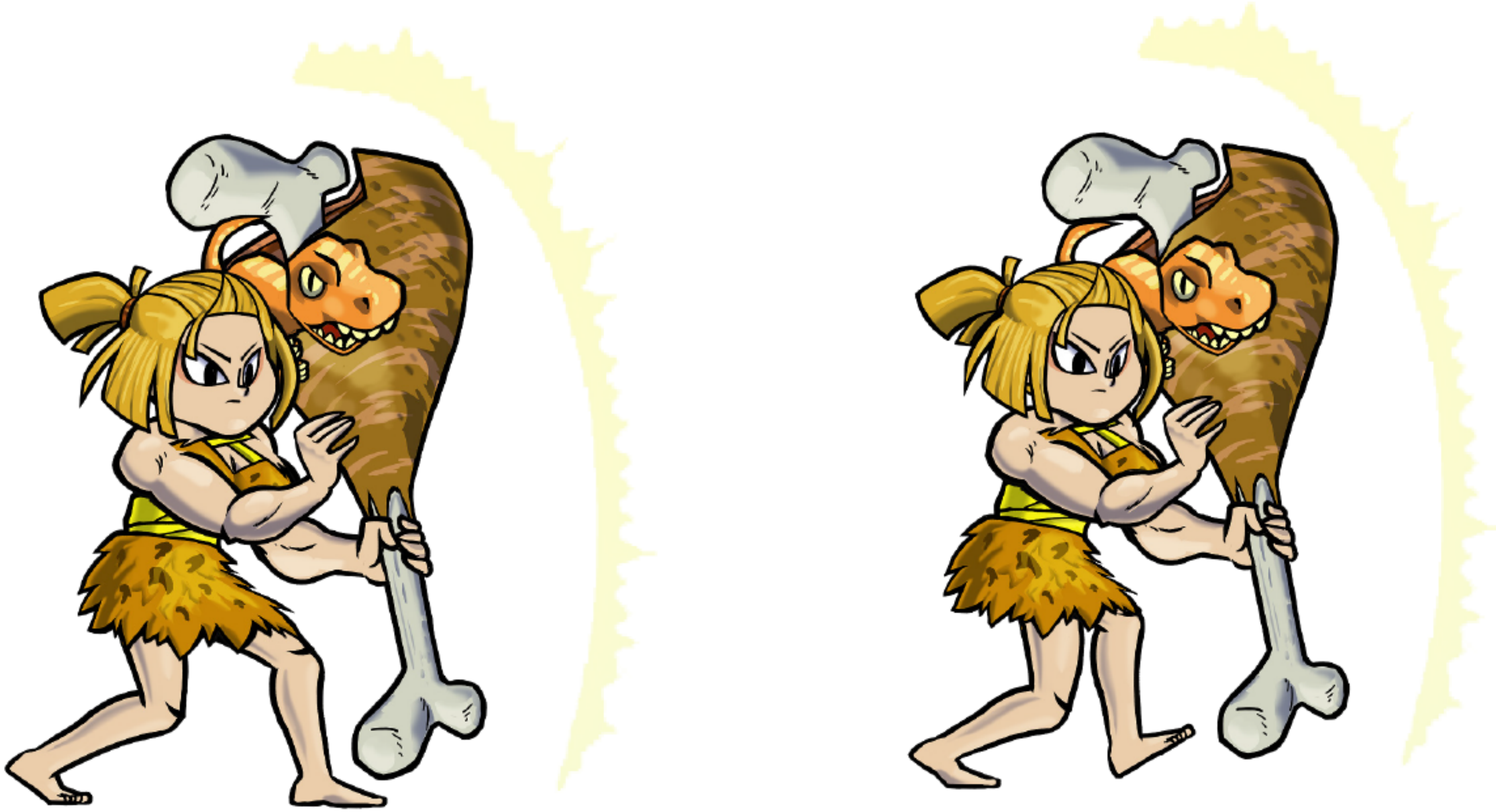
# CHARACTERS



What we wanted to achieve with this character was a big, tonified and beautiful woman. We think her abilities are perfect for those features, making Brienne both deffensive and aggressive.



Behind Me! is performed by using the meat stick as a shield that prevents Brienne and her partners from being hurt as long as she has stamina.



Brienne uses her Meat Smash in order to send enemies flying. Tougher enemies like bosses will resist that effect but its damage is felt by all of them.



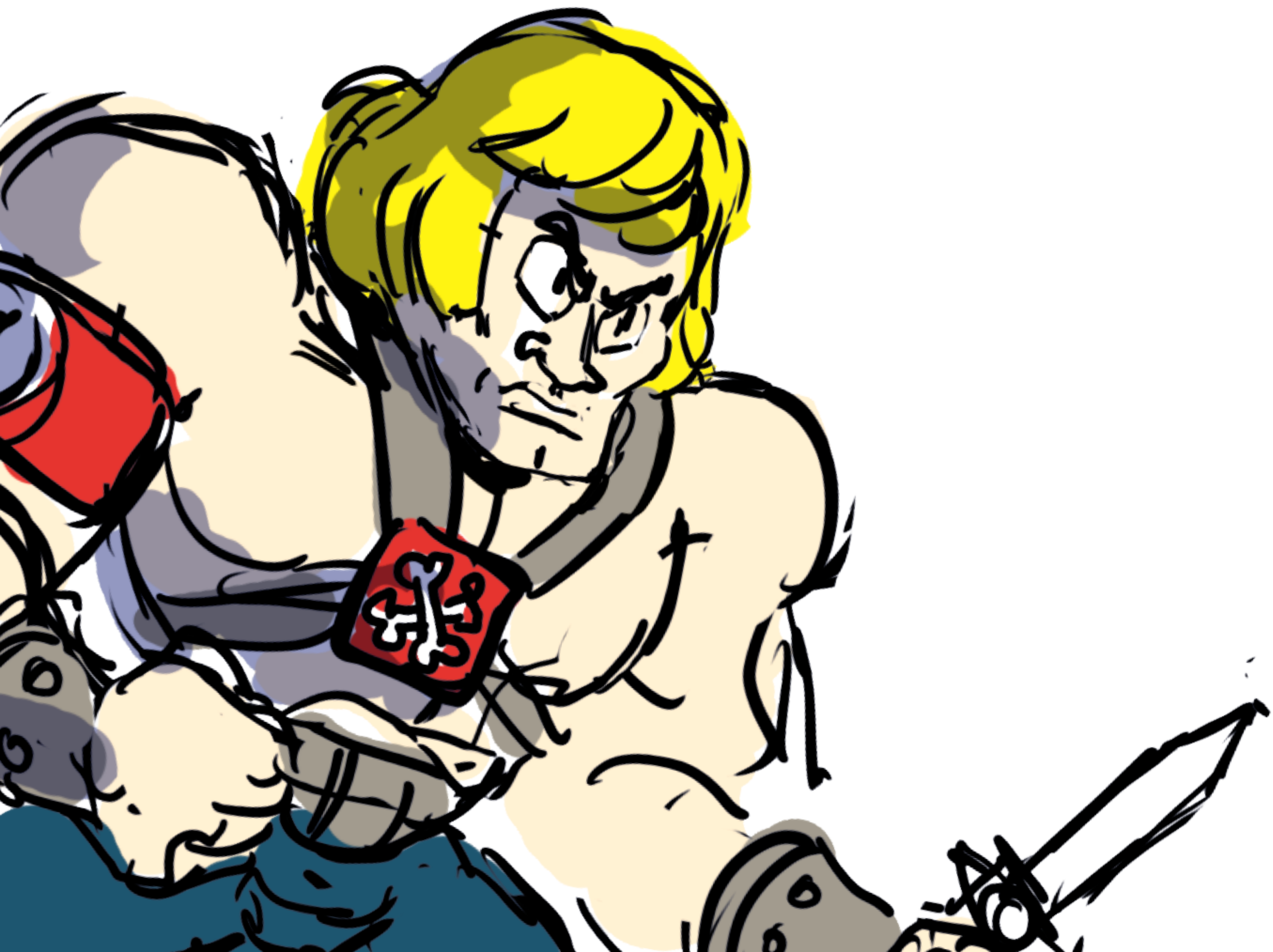






# CONCEPT ART

**From the hands of our artist  
to the action in your screen**





# CONCEPT ART

**Old design**



**New design starts**



**First outline**



**Let's add some color**



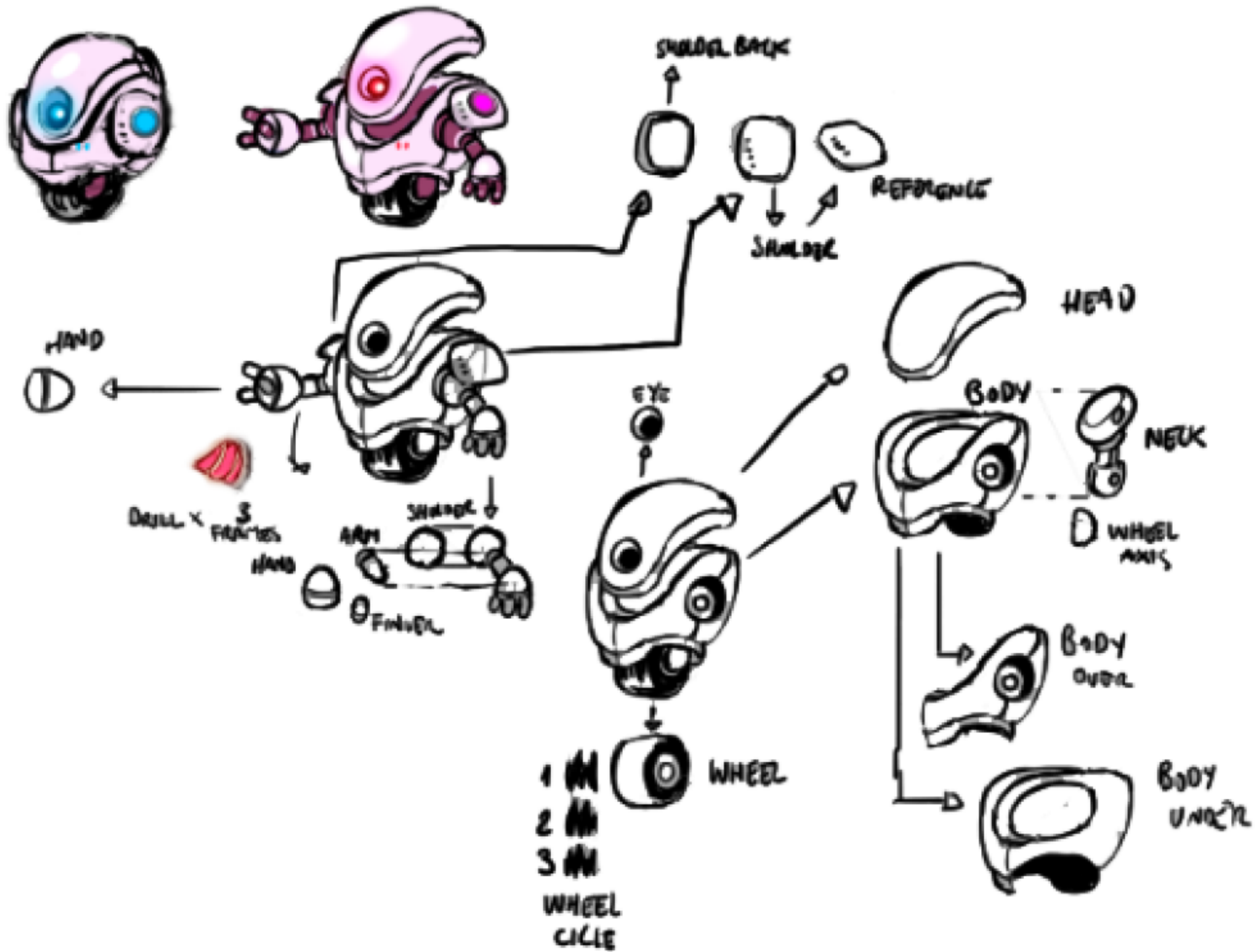
**Let's add details, shadows and a nose!**



**Jack's new design is ready to smash it all!**

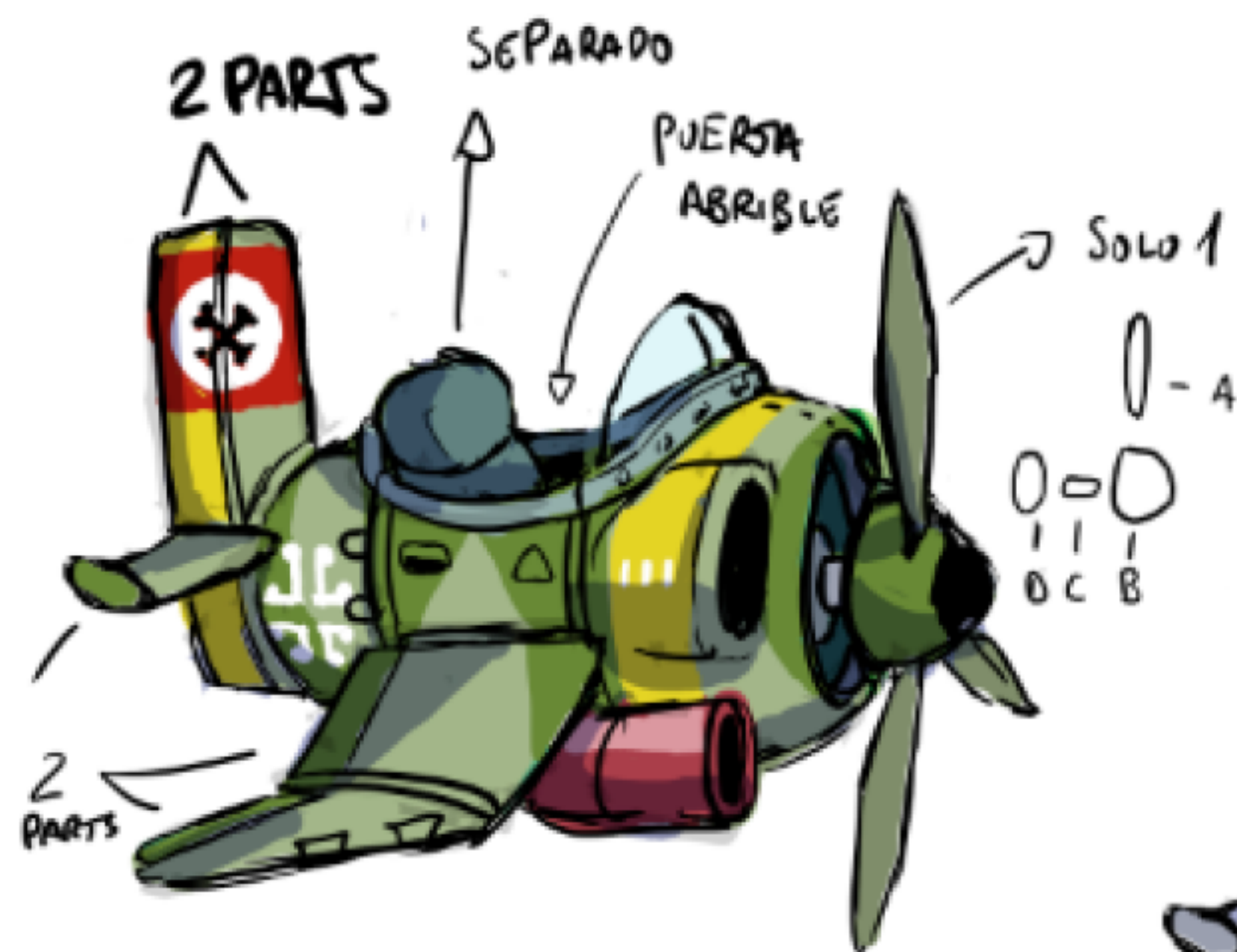




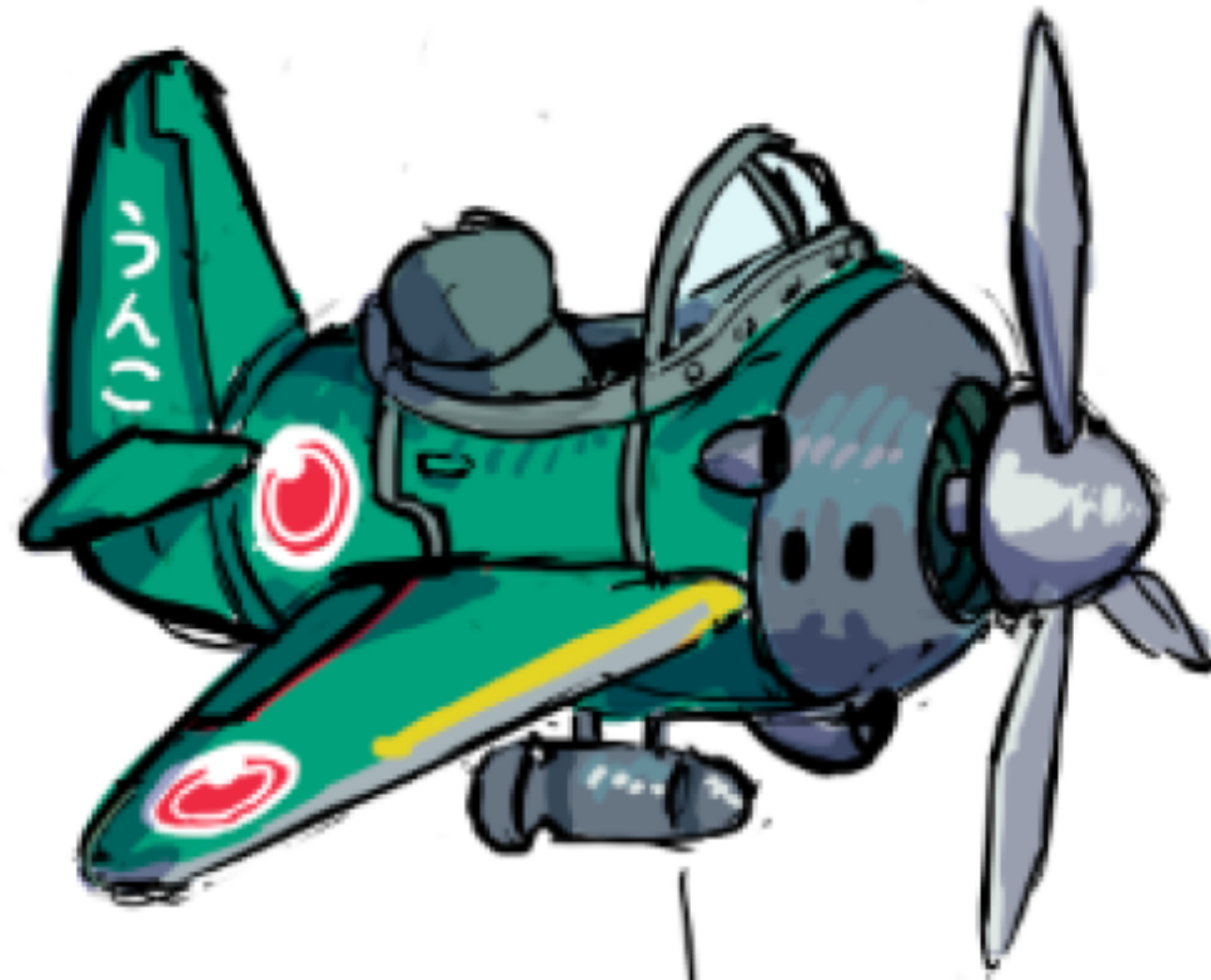
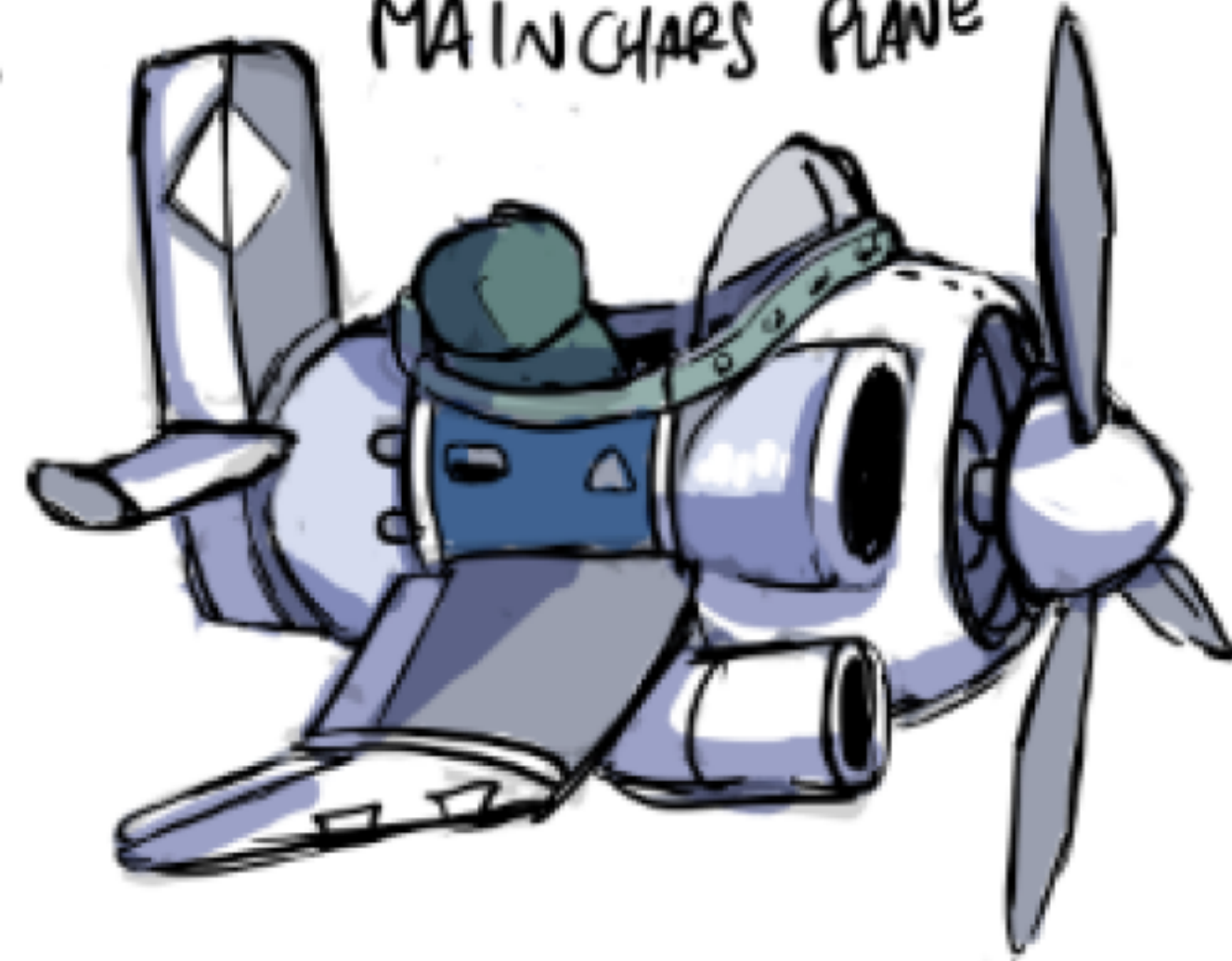




# CONCEPT ART



MAINCHARS PLANE

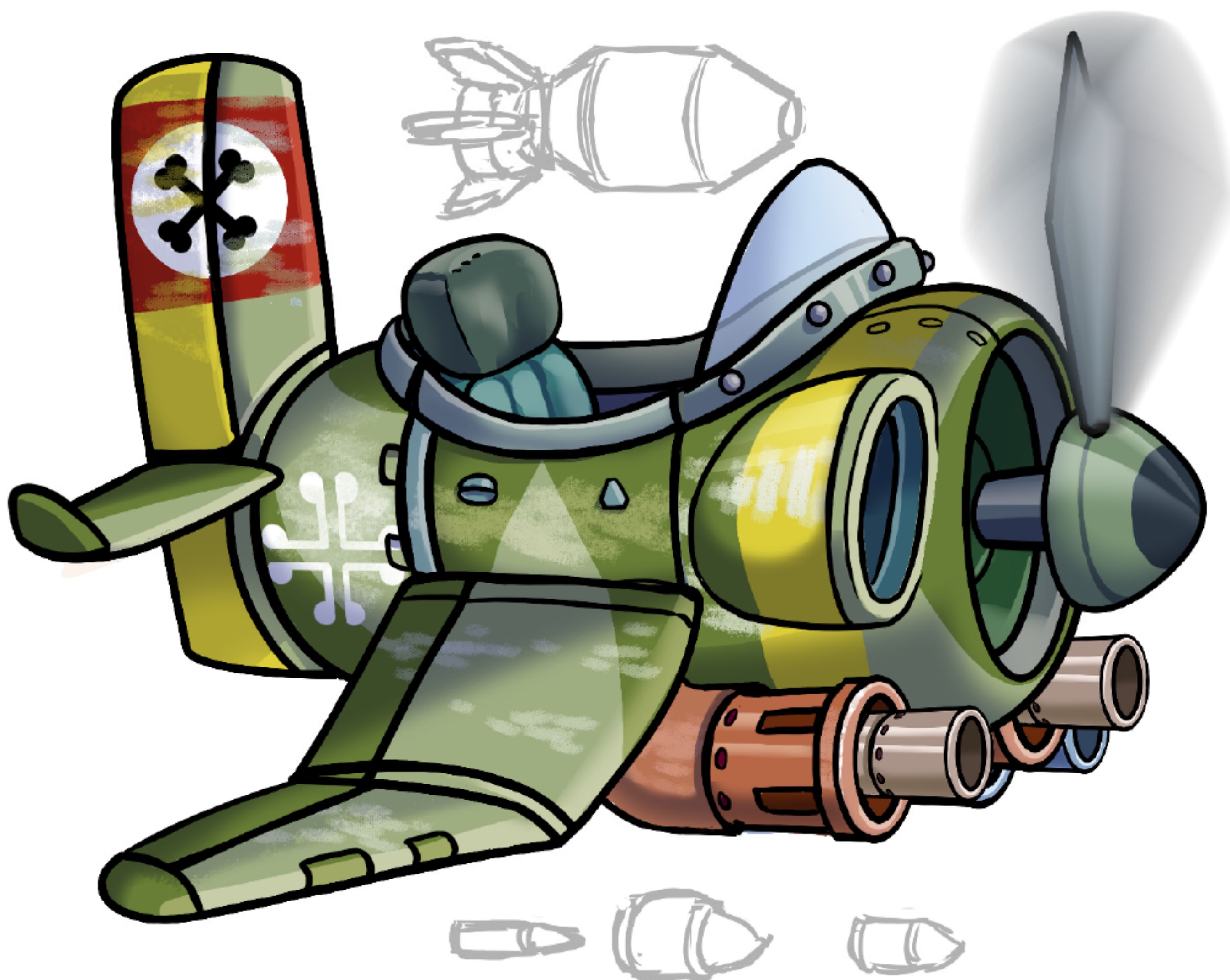
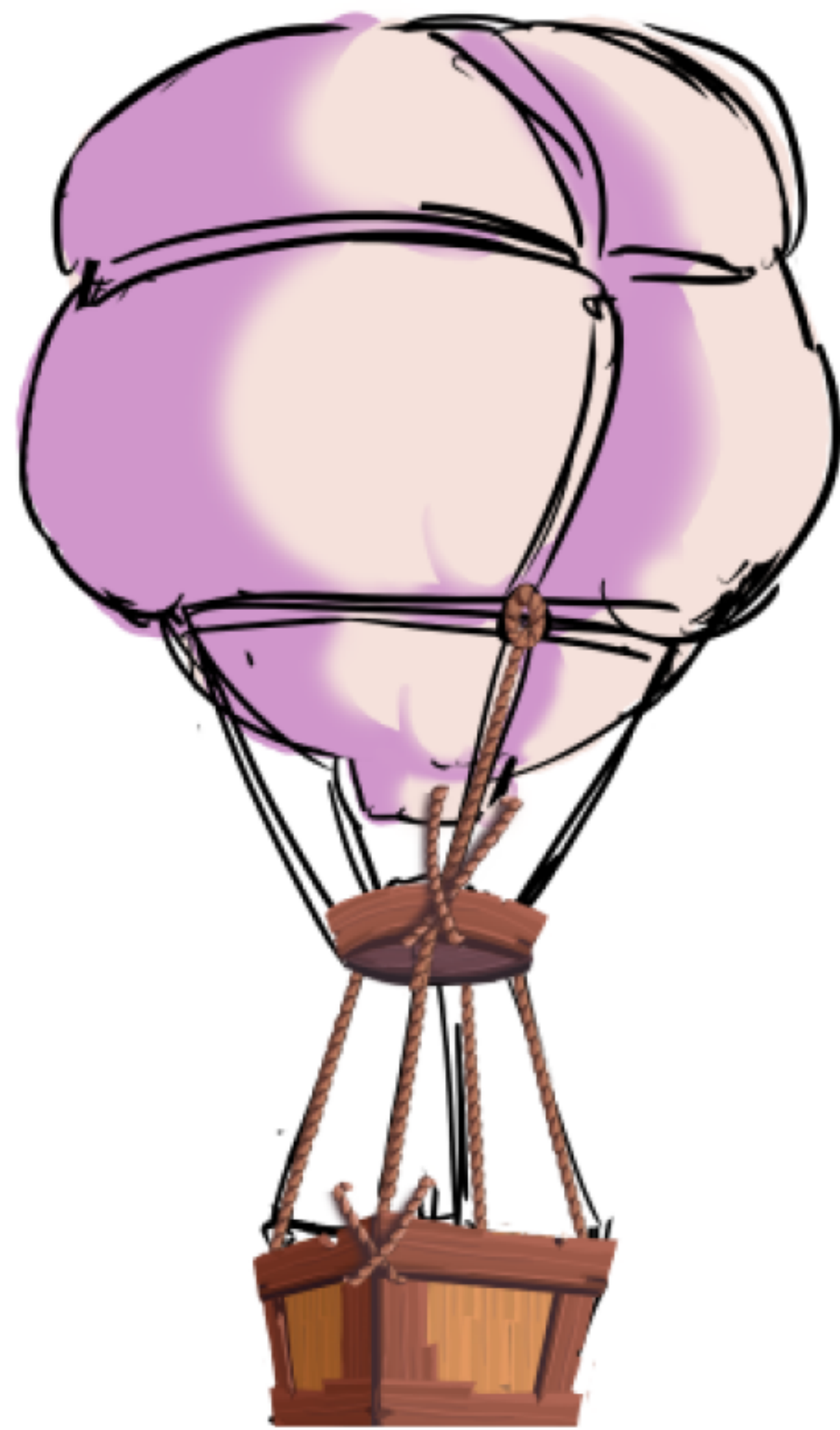
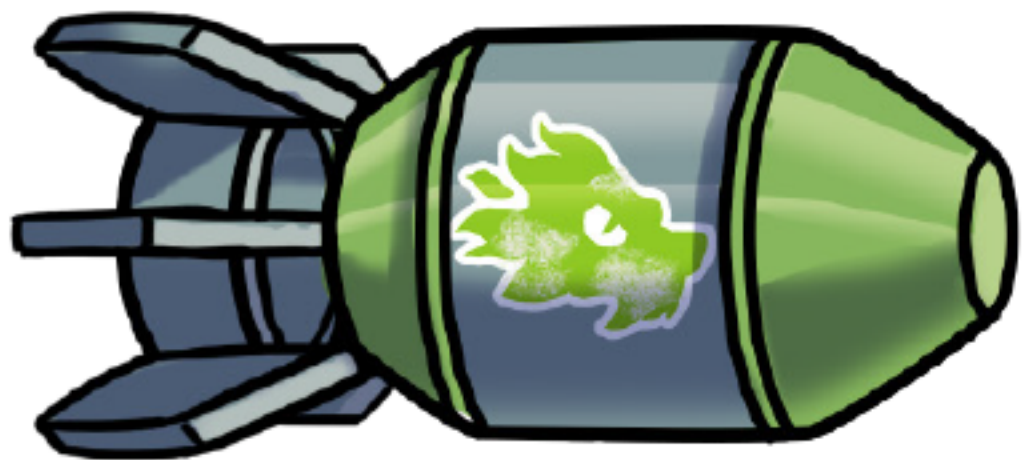
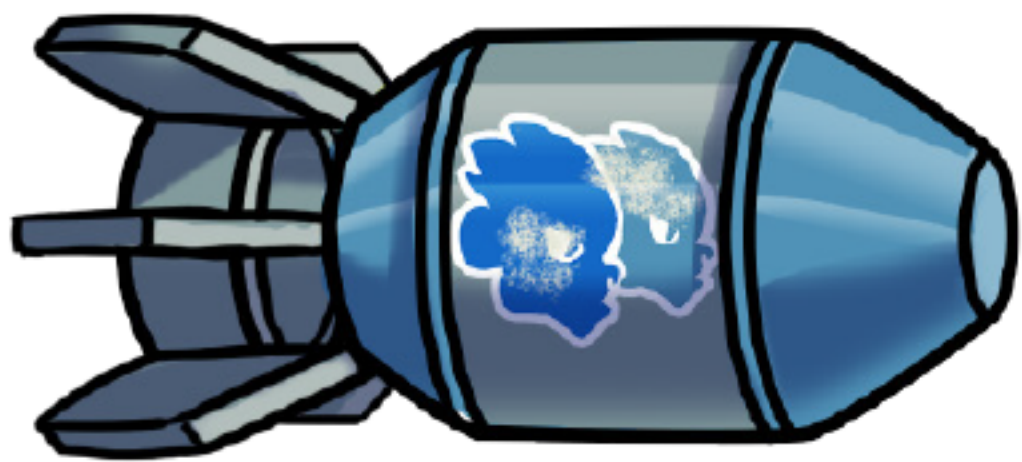
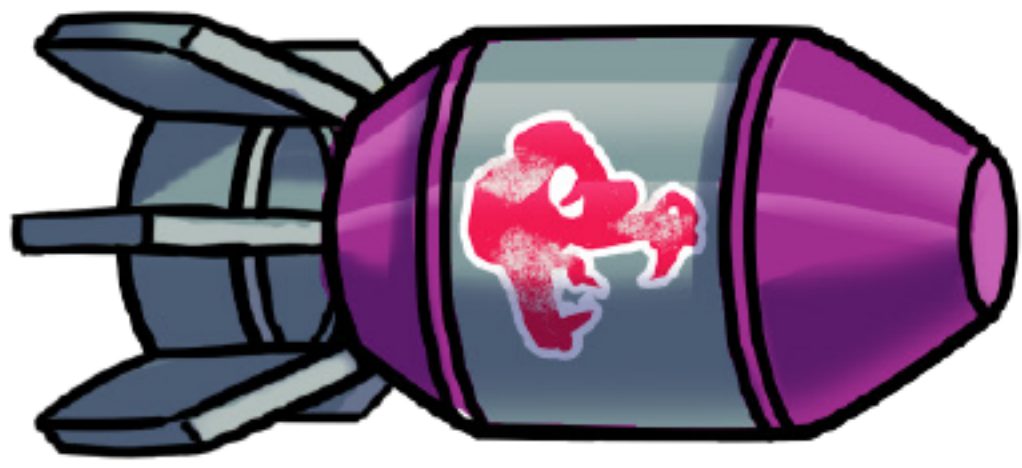


MISMA BNA QUE LA DEL MORTERO



GERAT MORTAR









SHOOTER



MULTI-CLUSTER SHOOT



CLUSTER SHOOT



STRAIGHT SHOOT



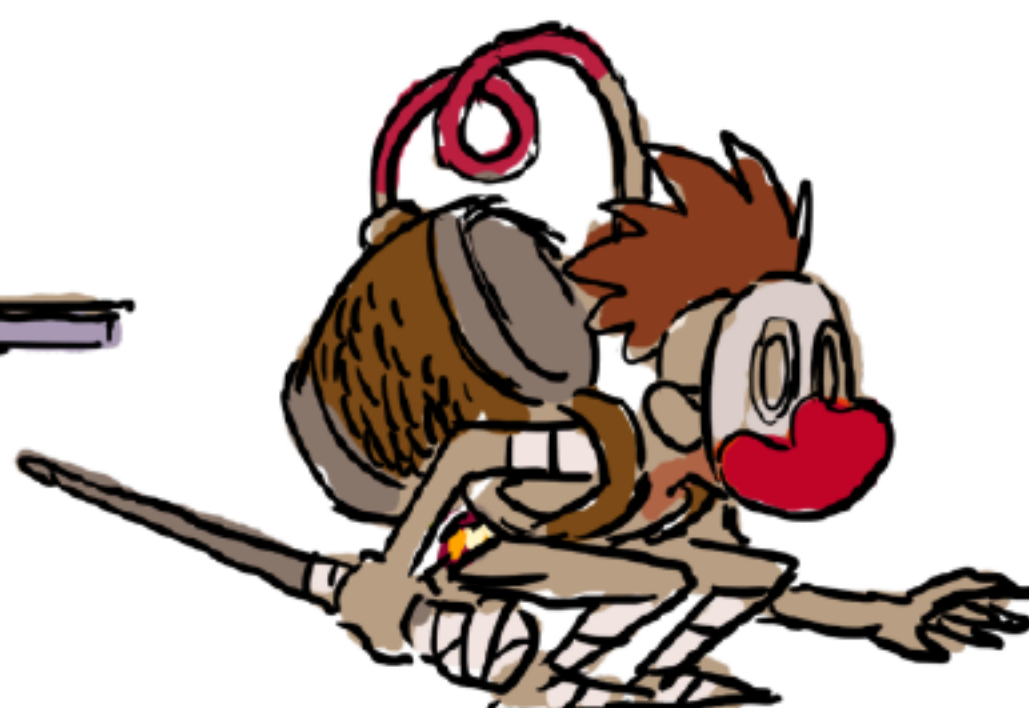
MULTI-STRAIGHT SHOOT



TRAP



SHOOTER  
NAKED

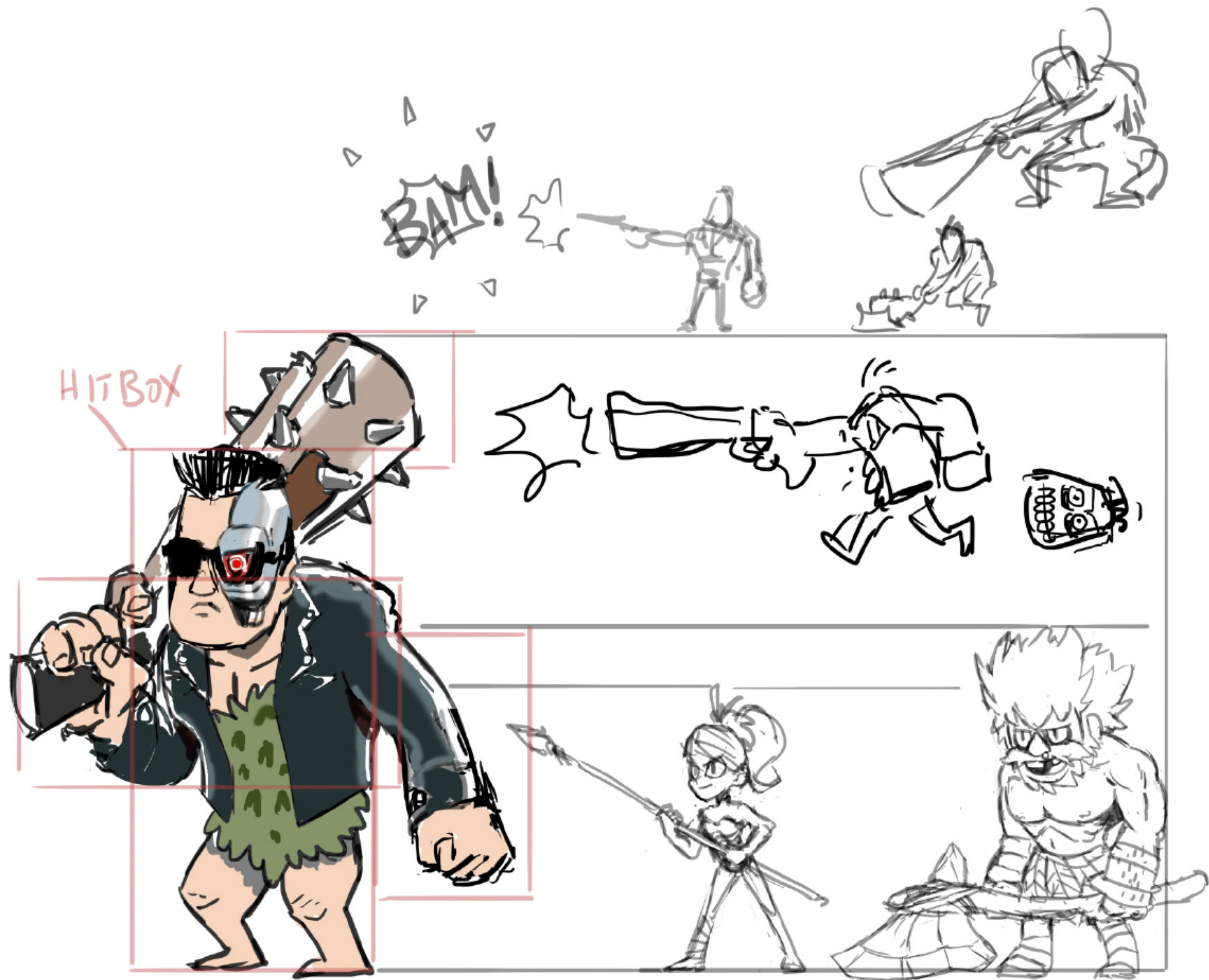


FANATIC  
BLOOD



PERSECUTOR  
BULLET





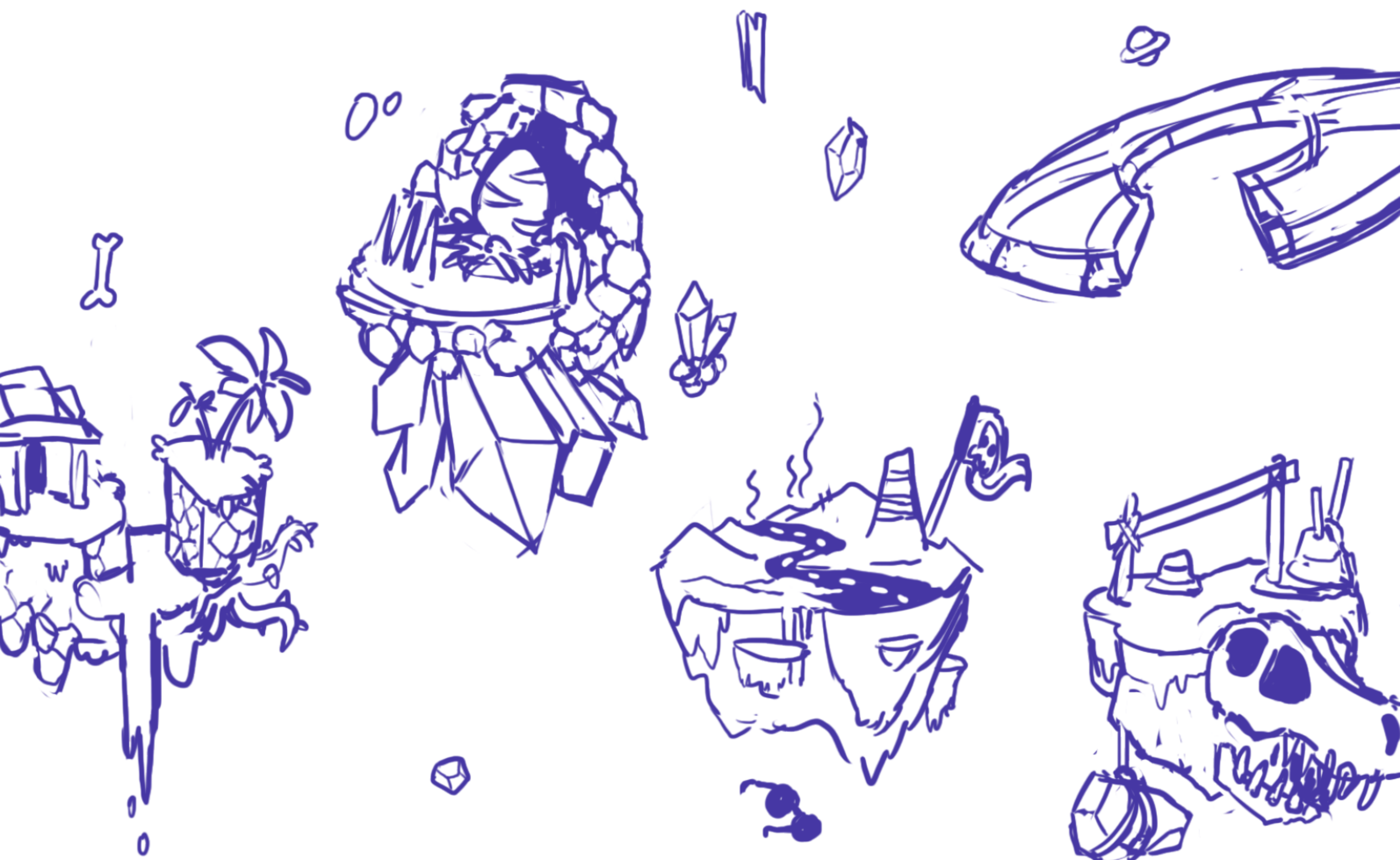






# LEVELS

**Once you enter one,  
the challenge is on**





# LEVELS

## First Contact



## Death Mountain



## Fury on the Road

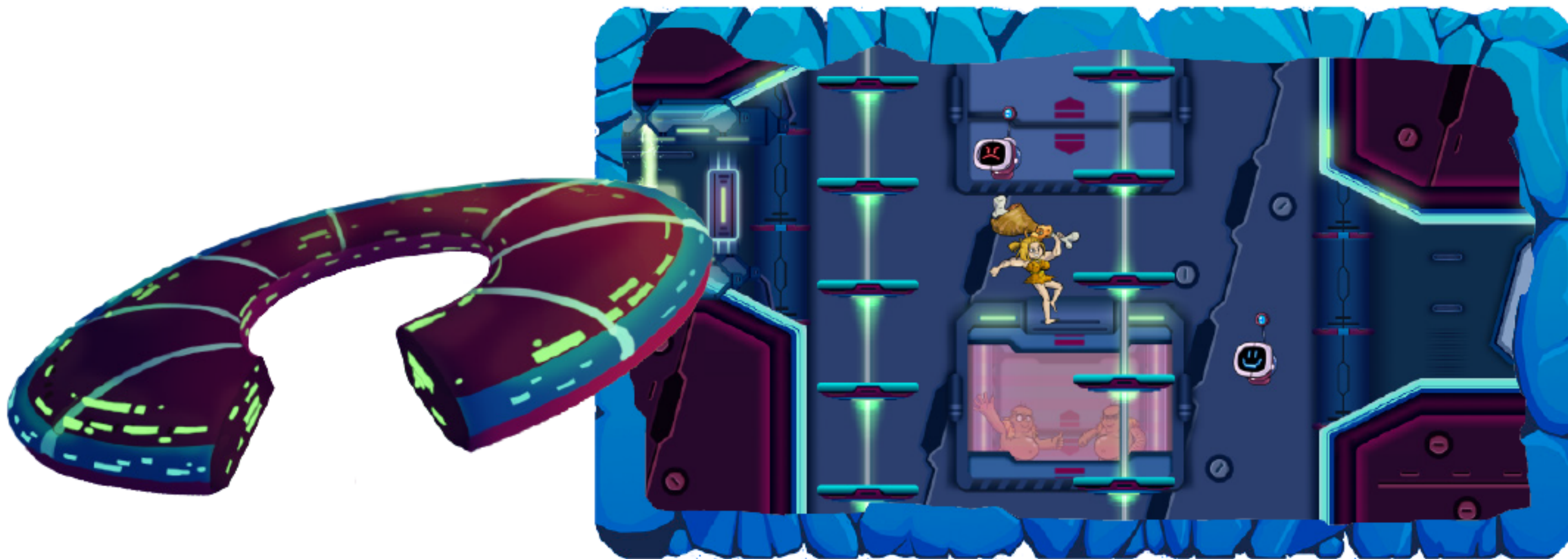




## The Graveyard



## The Donut



## Behind Enemy Lines





# LEVELS

## Wings of Liberty



## Secret Base





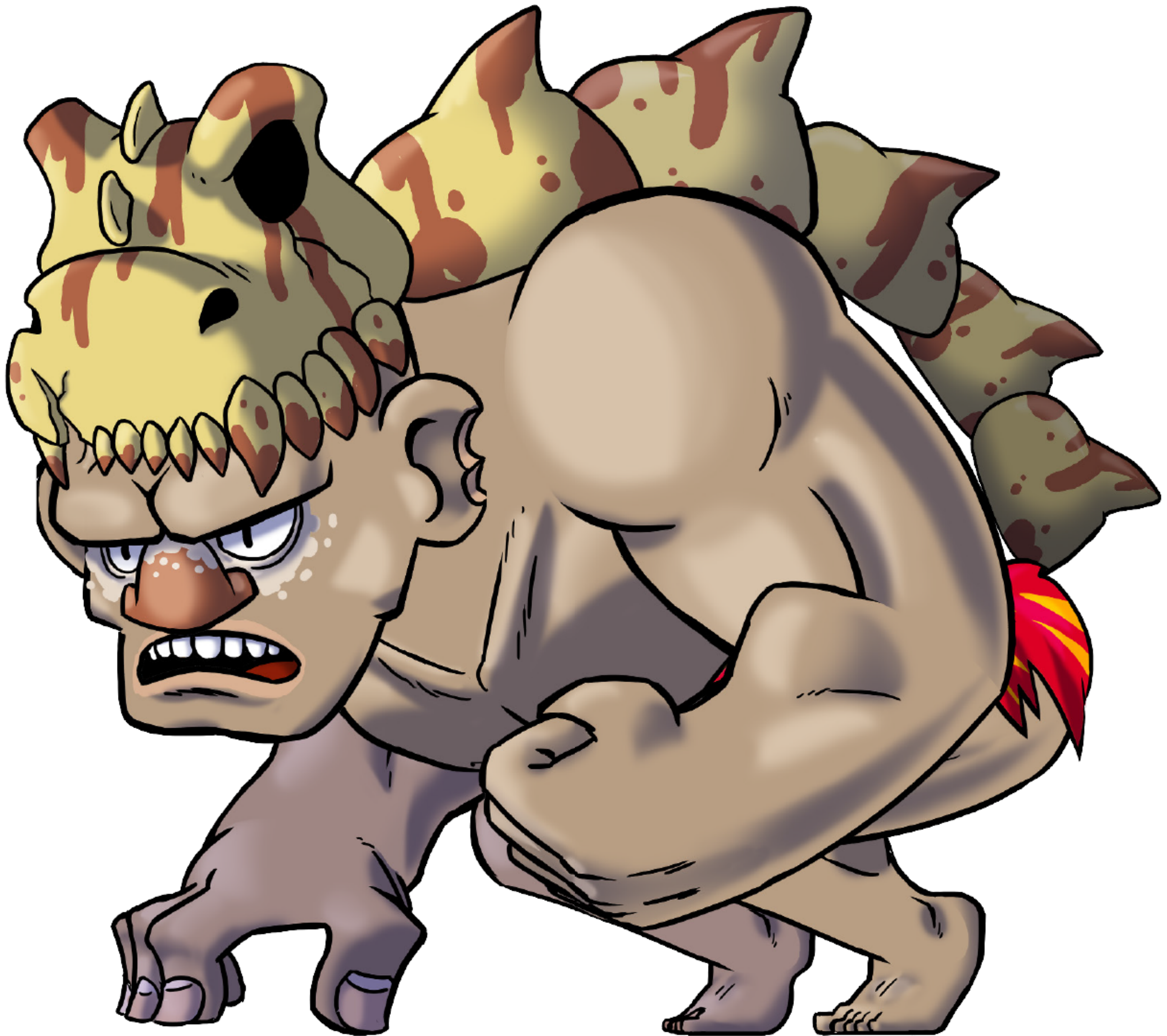
# ENEMIES

**Those tools we use to make  
your quest a little harder**



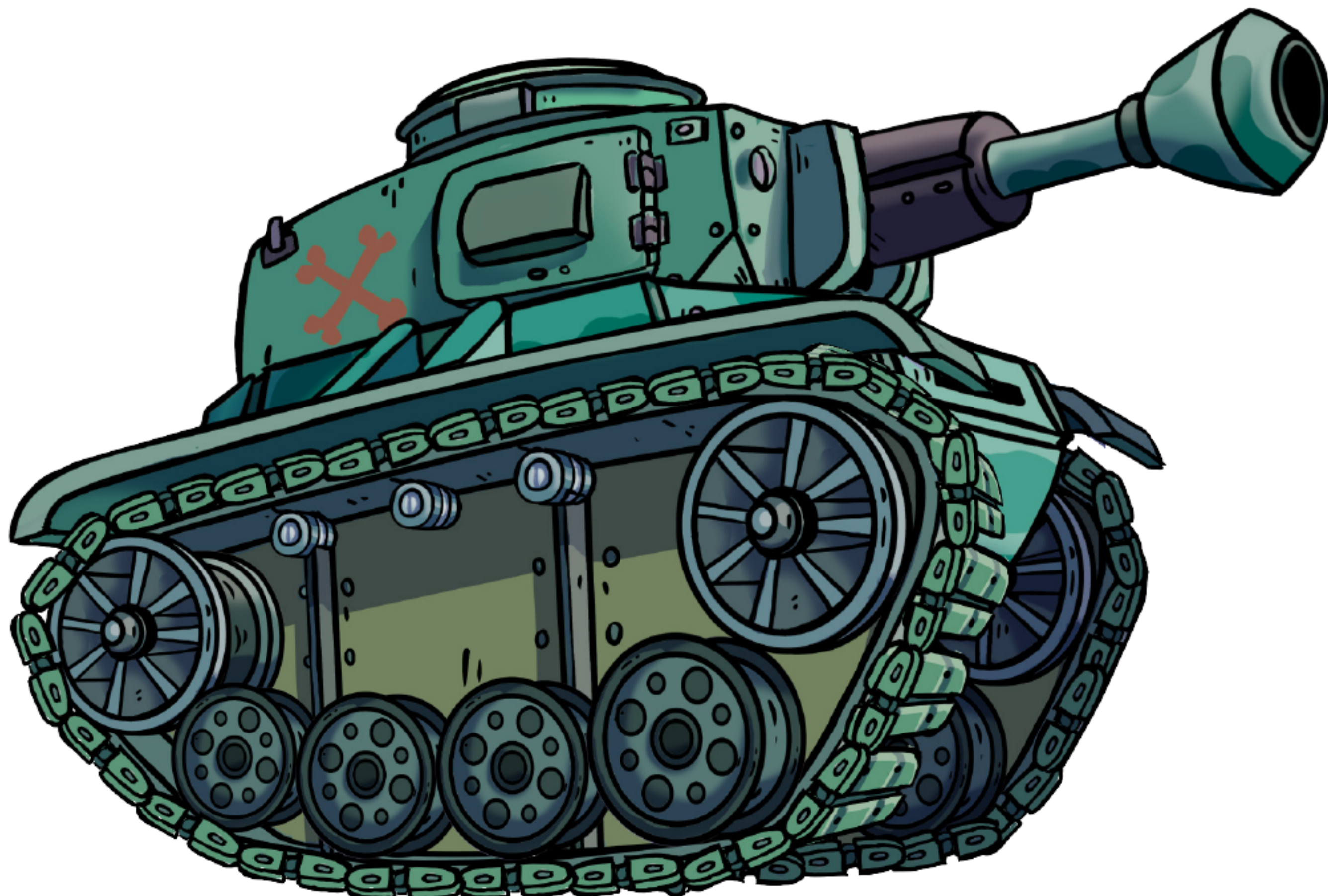
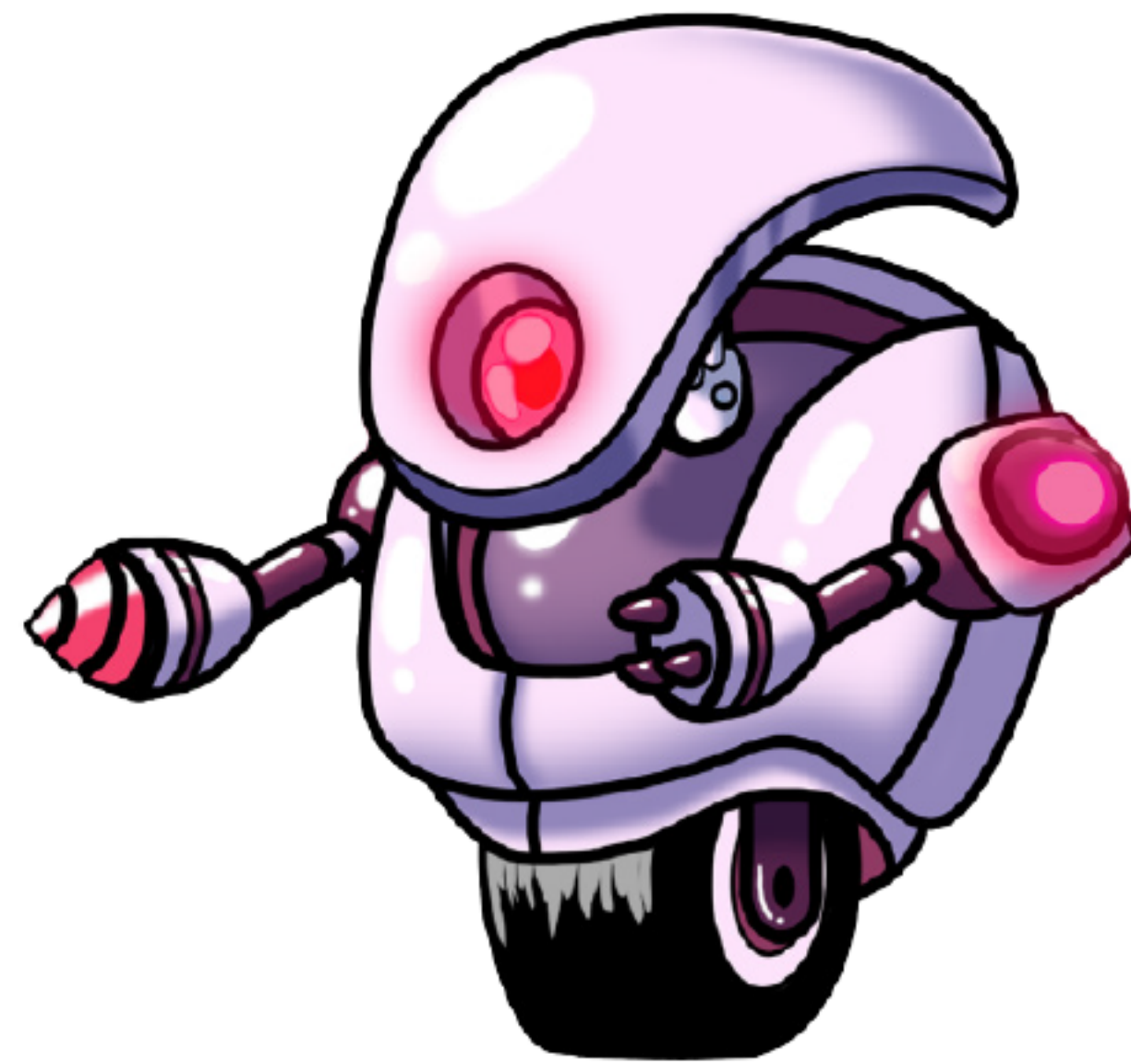
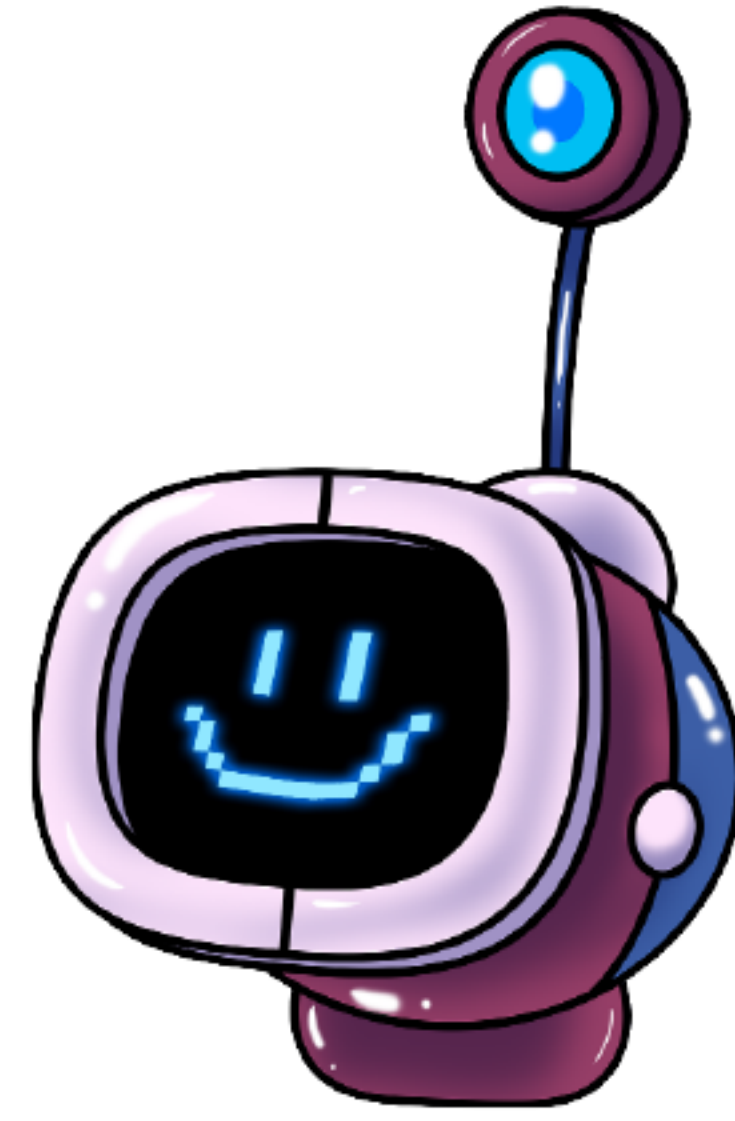
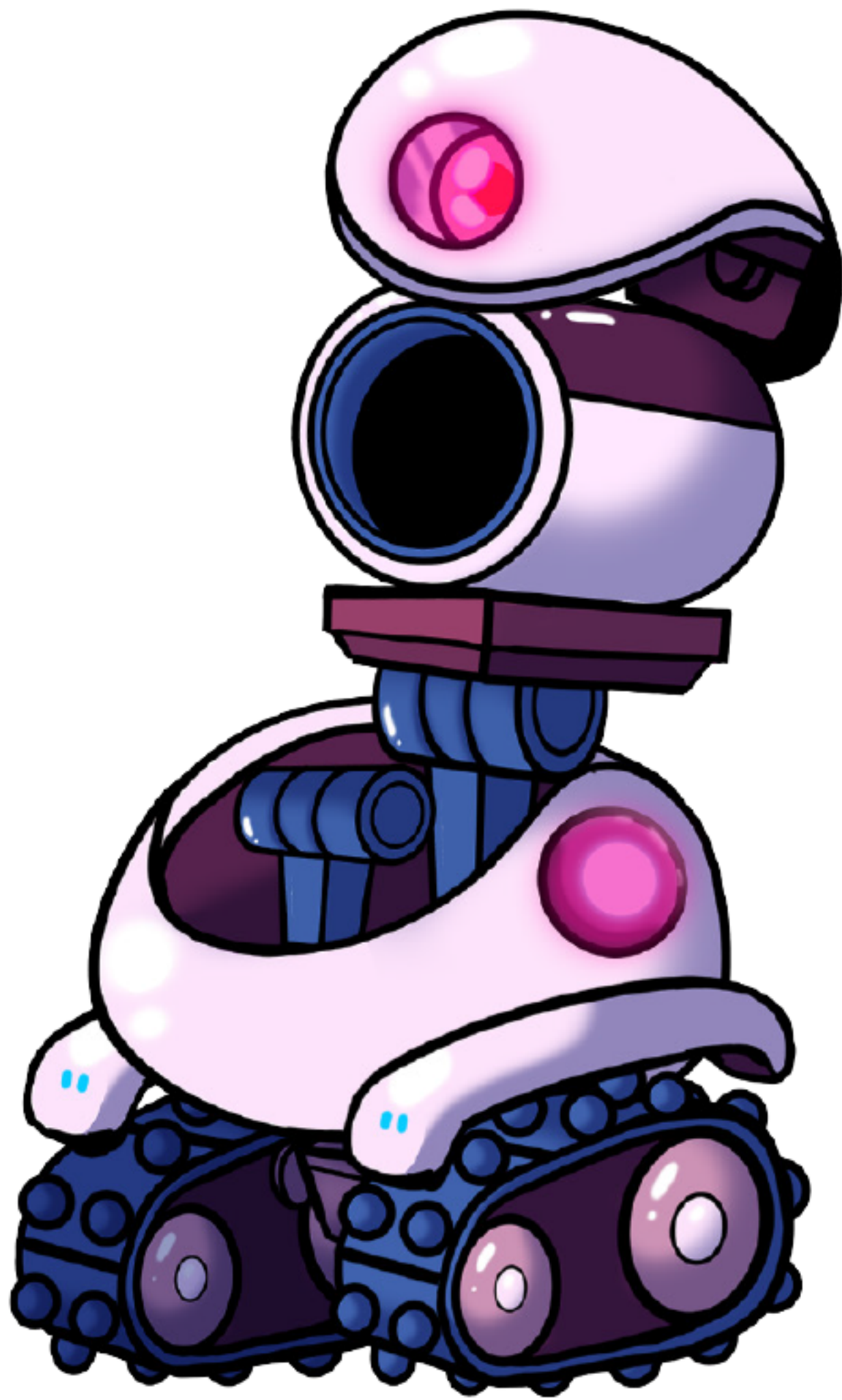


# ENEMIES





# ENEMIES



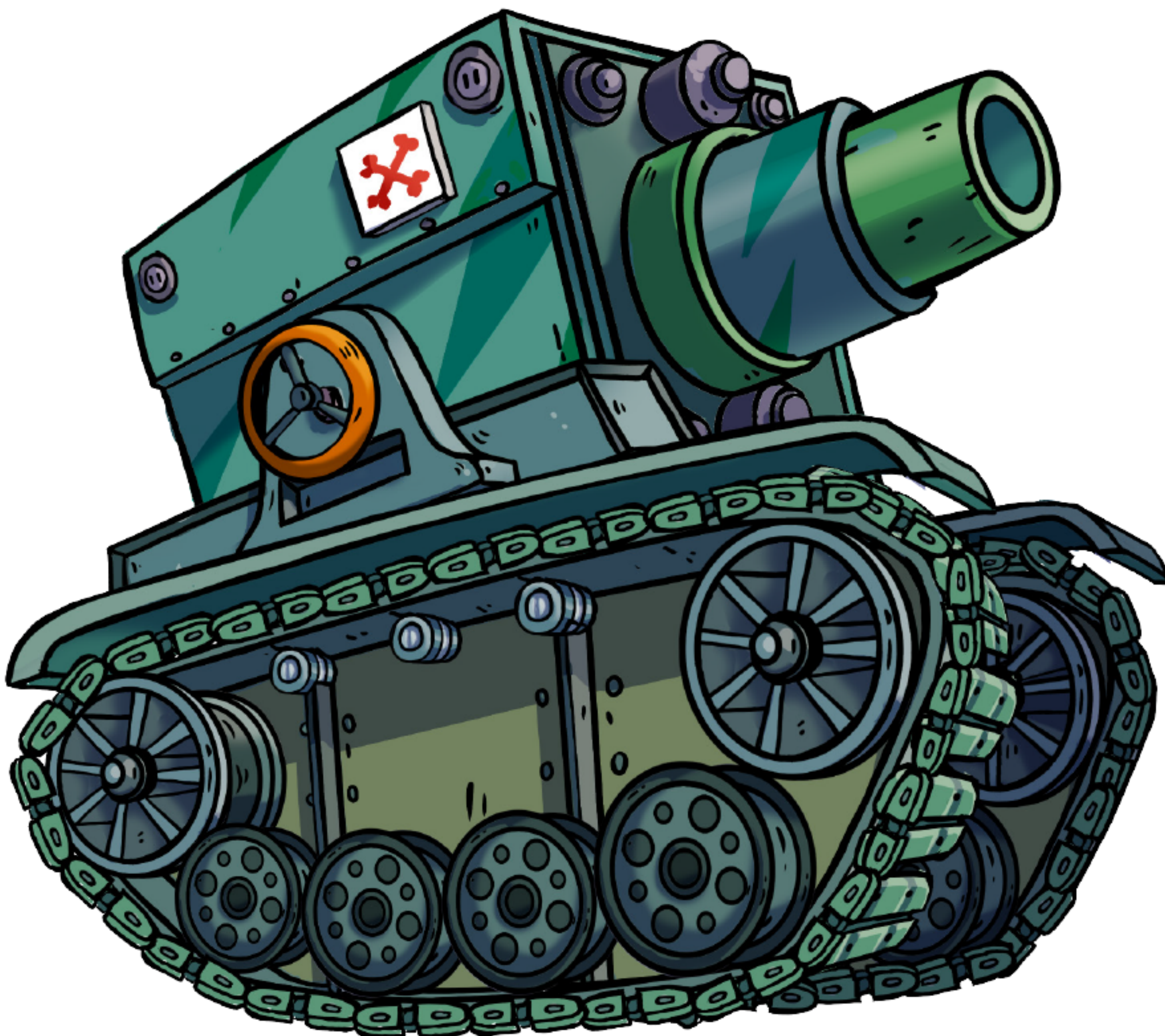


# ENEMIES





# ENEMIES



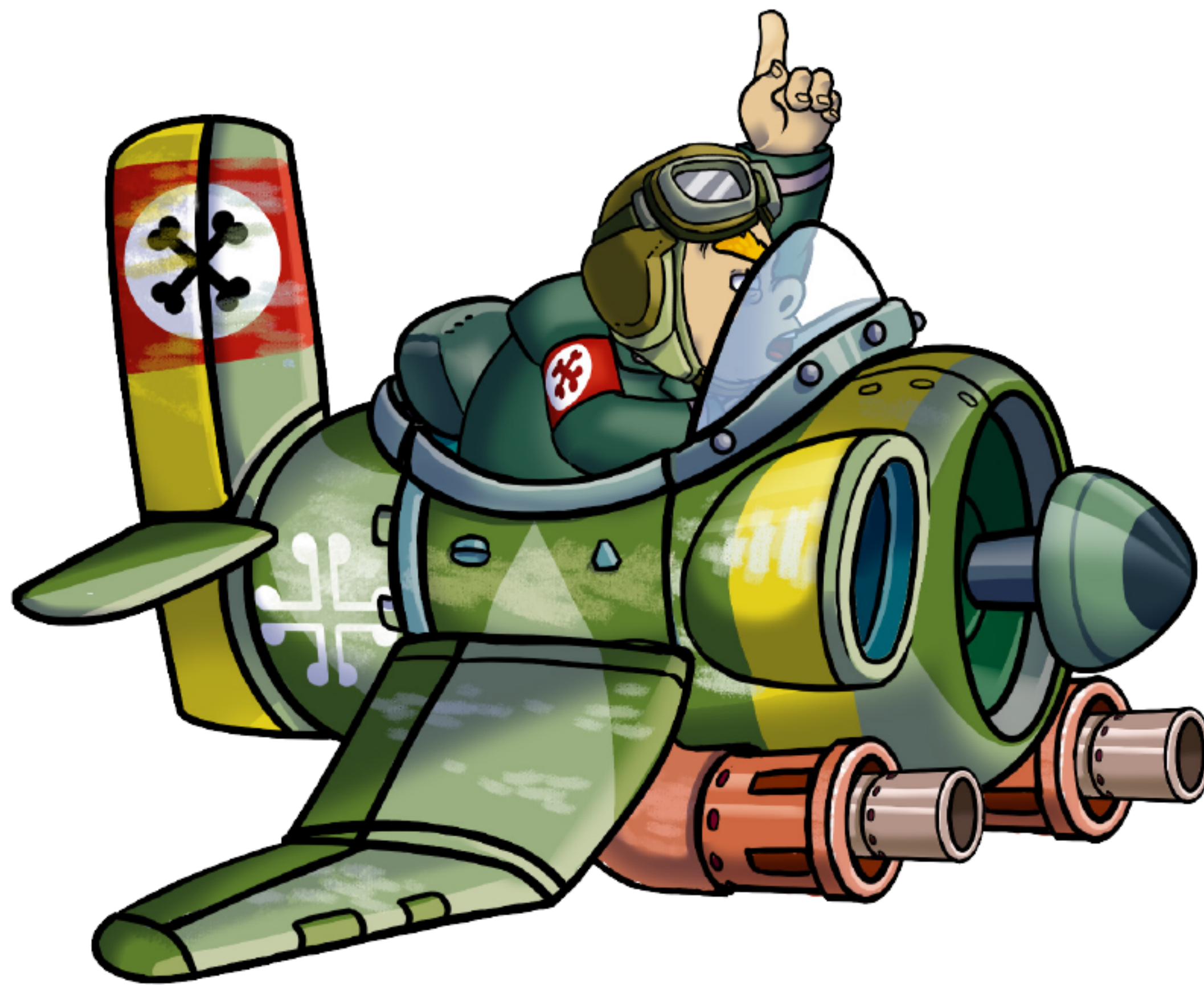


# ENEMIES





# ENEMIES







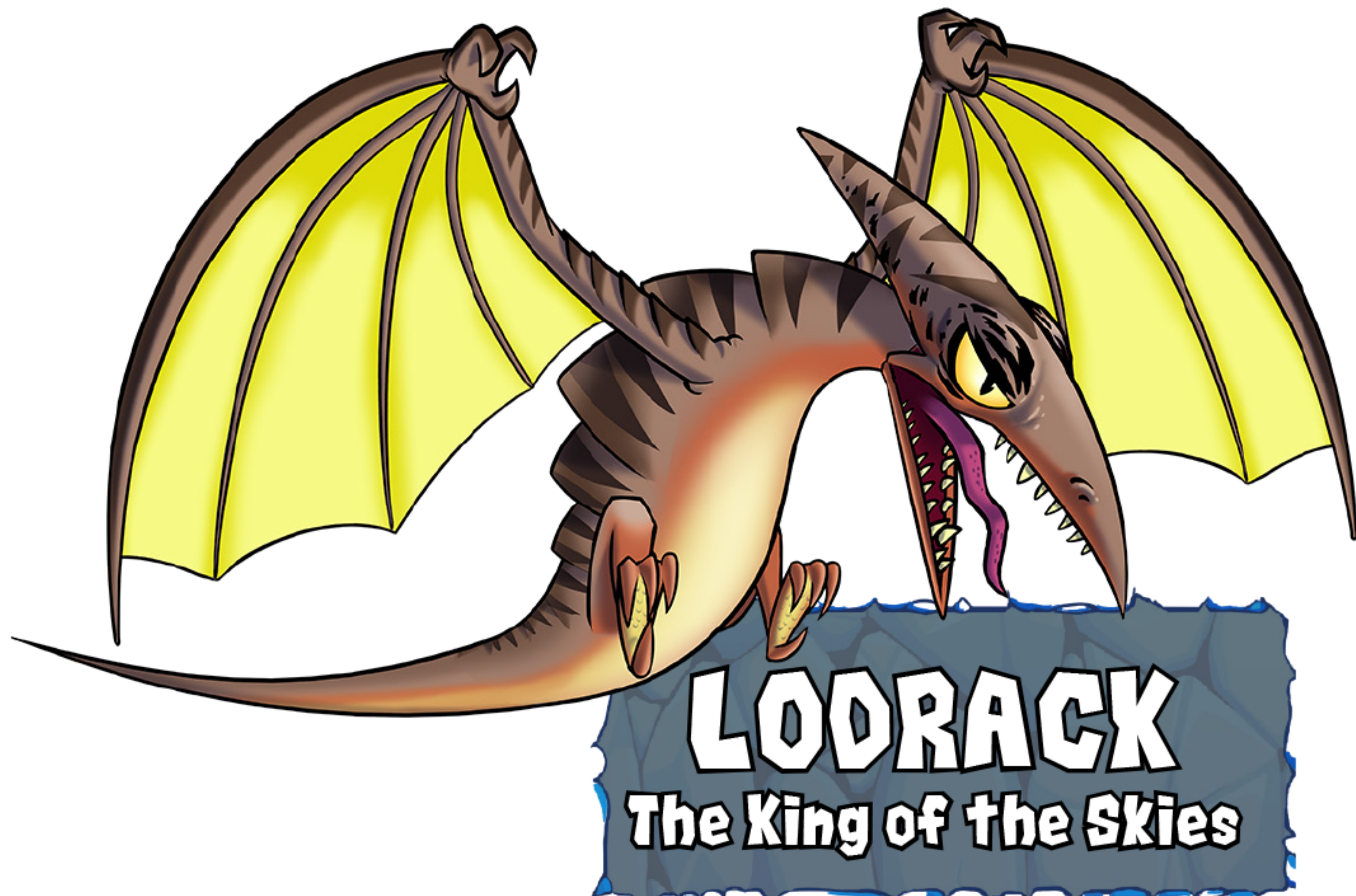


# BOSSSES

**That time in a level where you  
must prove how tough you are**











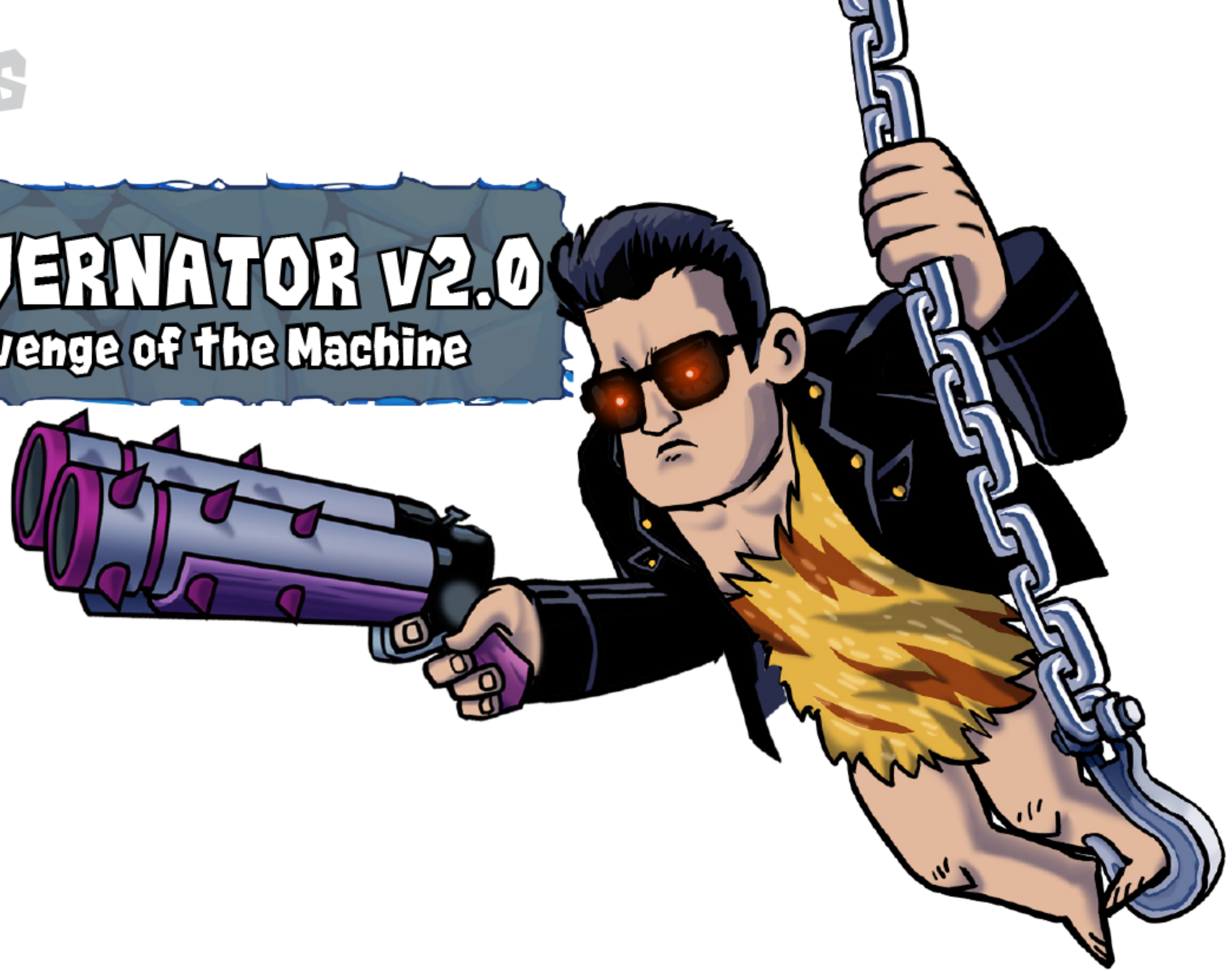
**CAVERNATOR**  
The Raging Rider



**JANDRO**  
The Master of Souls

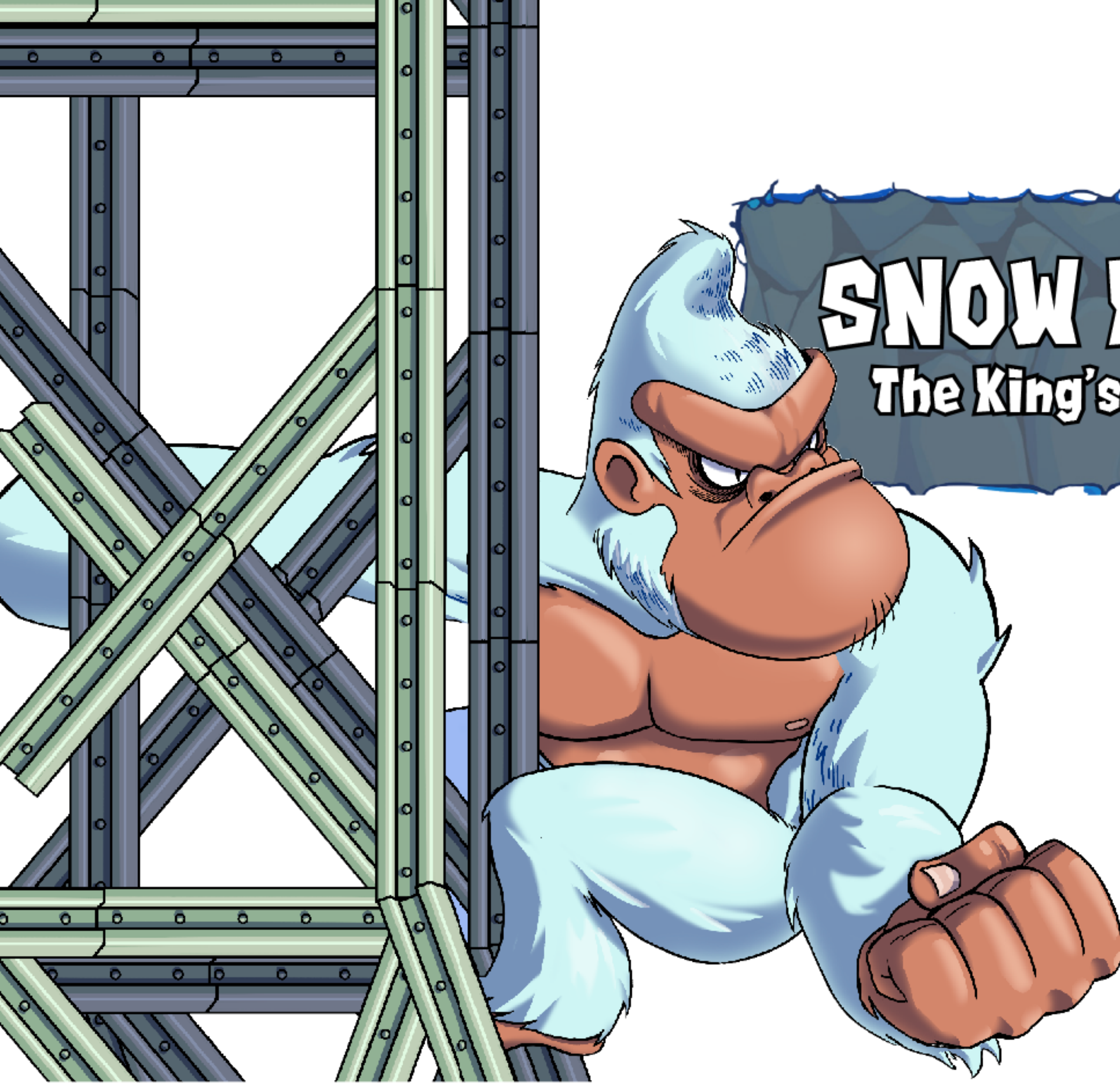


**CAVERNATOR V2.0**  
Revenge of the Machine

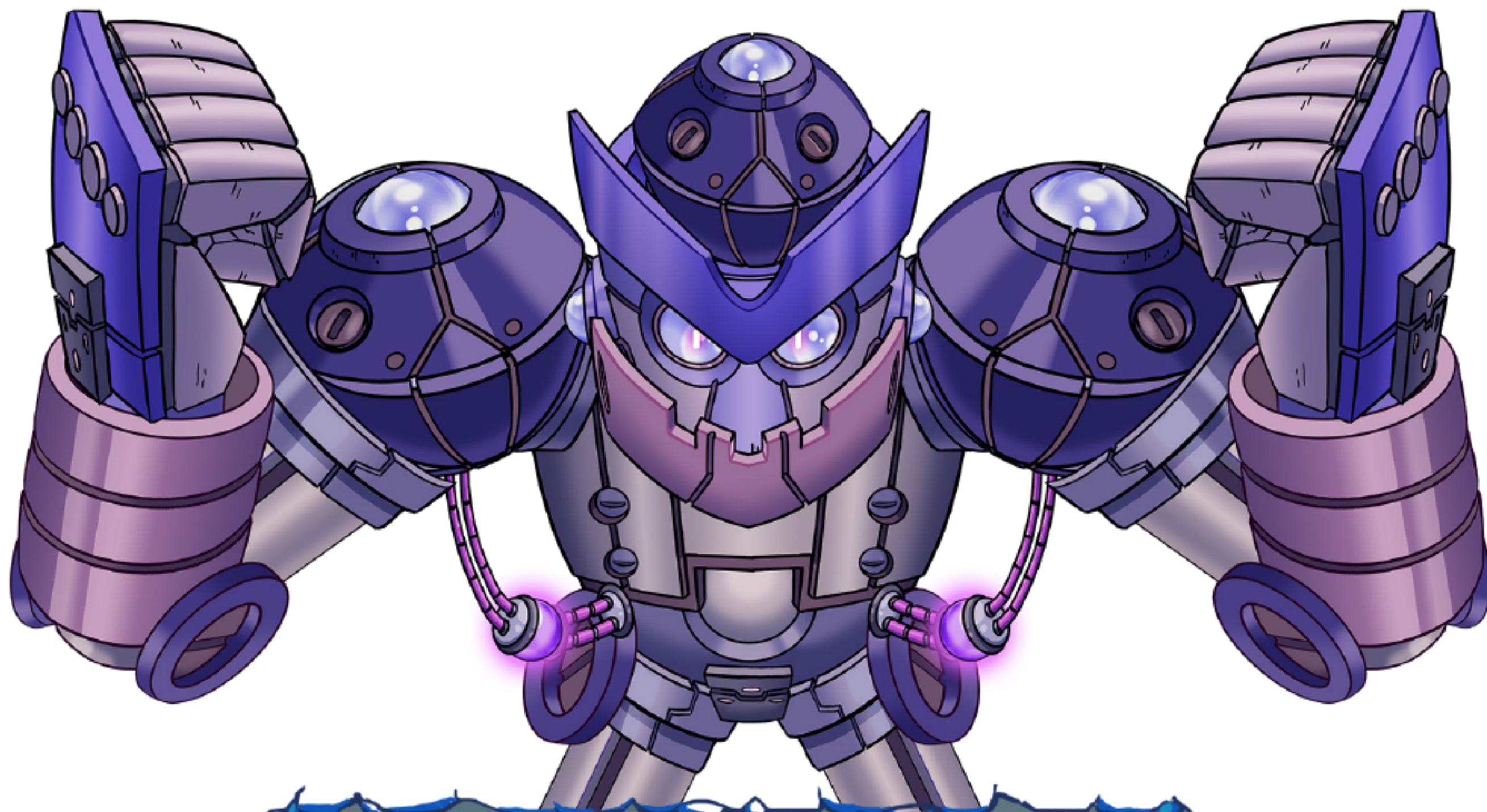


**JANDRO XL**  
The Hand of Cross Bone Army





**SNOW KONG**  
The King's Legacy



**TALI VAS MOON**  
The Sweet of the Galaxy

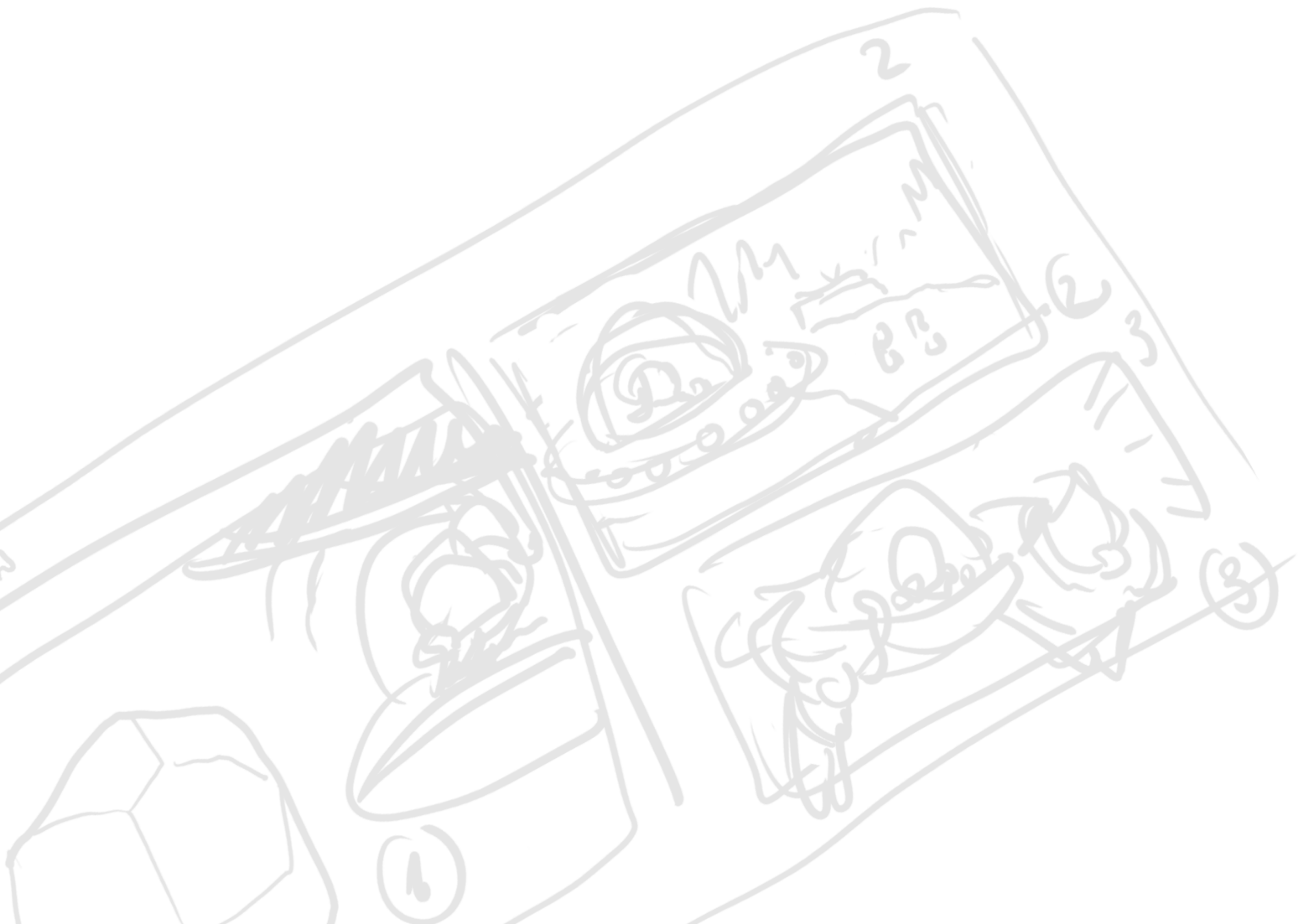






# COMICS

**A classic way to give  
you cutscenes**





## Chapter 1



## Chapter 2

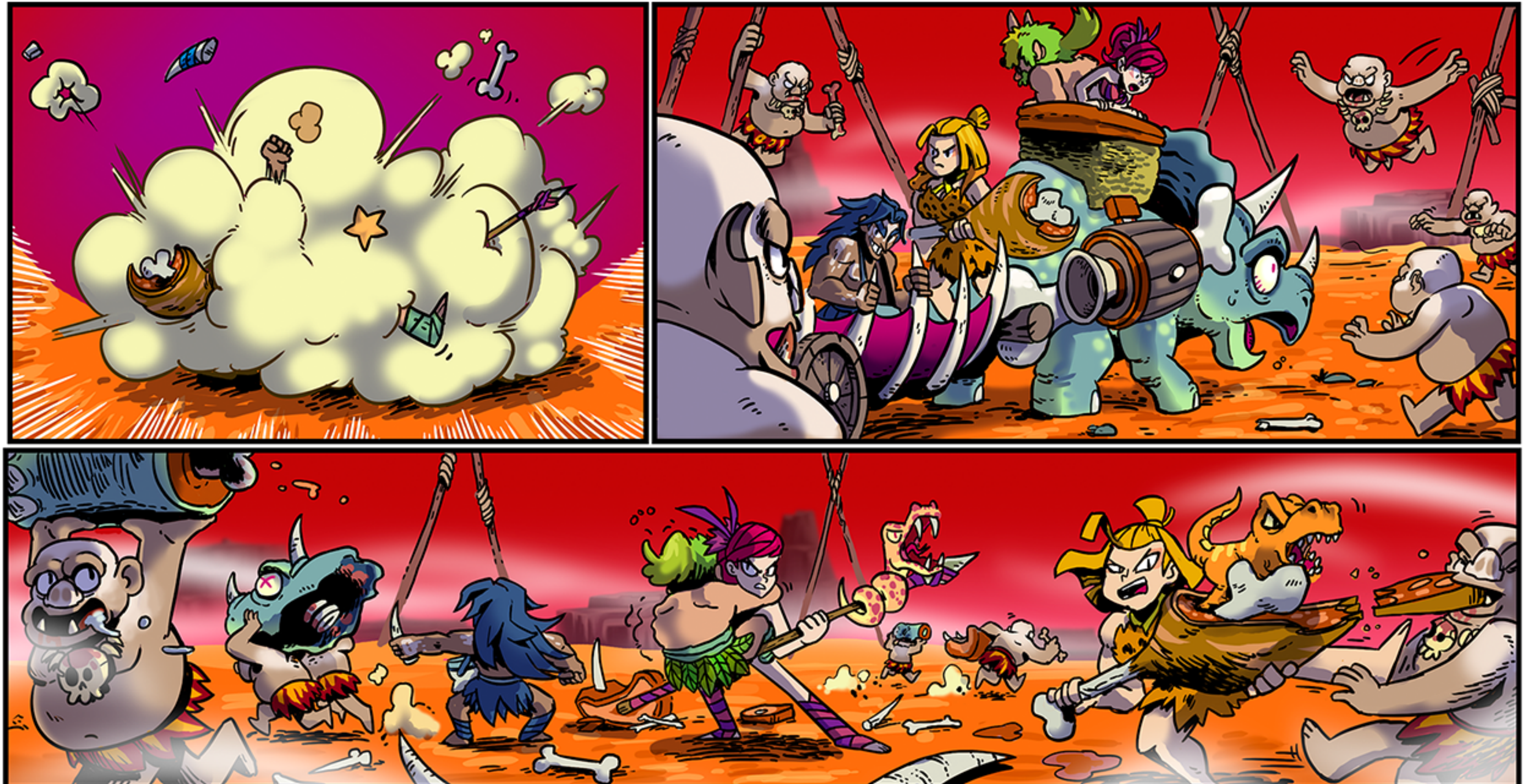




## Chapter 3



## Chapter 4





## Chapter 5

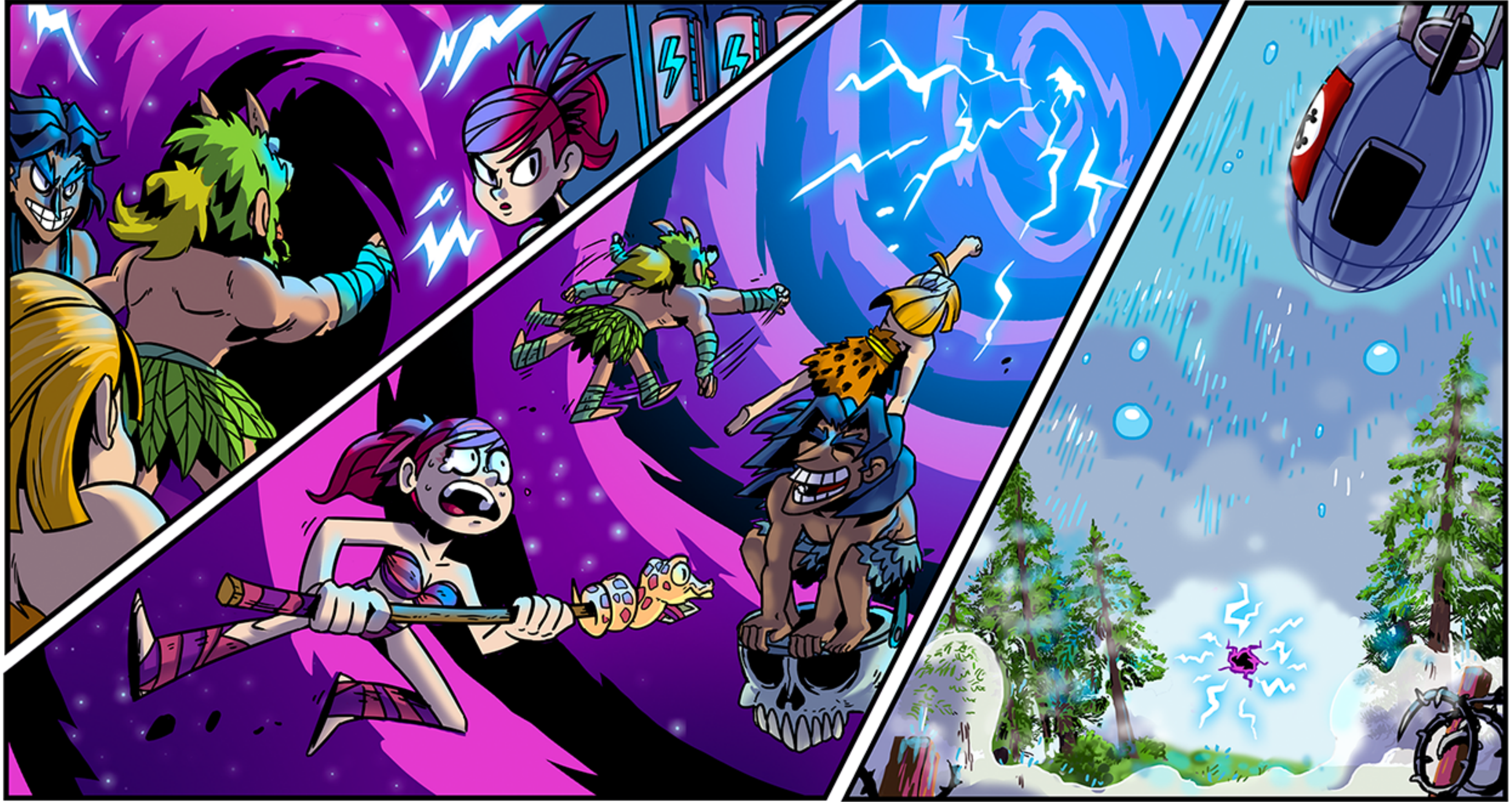


## Chapter 5 End





## Chapter 6



## Chapter 7

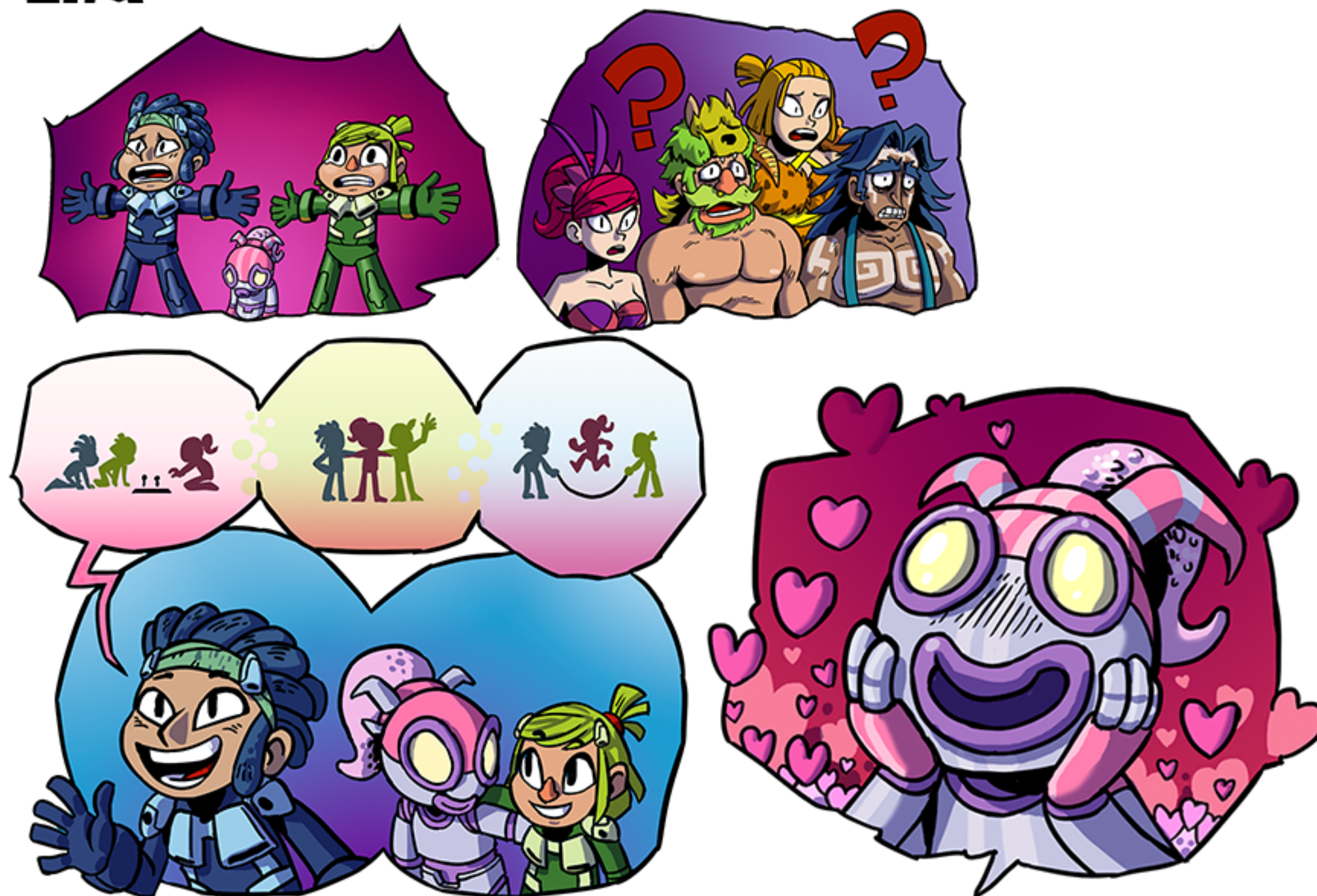




## Chapter 8



## Chapter 8 End



**Complete the game to discover the secret ending!**



# DEV TEAM

**The ones behind assets**





## DEV TEAM



**Jose Antonio Andújar**

**-Jandusoft CEO and Founder**  
**-Console Porting Programmer**



**Víctor Madrid**

**-Lead Programmer**



**Víctor Amorós**

**-Lead Designer**



**Stephen Hausdorff**

**-Art Director**



**Damián Sánchez**

**-Sonotrigger CEO and Founder**  
**-Music Composer**



**Character Art Assistant**  
**Silvia Cabria**

**Environment Artists**  
**Pau Sempere**  
**Andrea Tamayo**

**Prototype Artists**  
**Gustavo Vargas**  
**Paula Martín**  
**Maria Barrassa**

**Prototype Assistant Programmers**  
**Oriol Catasús**  
**Aleix Estrany**

**Music and Sound Design**  
**Sonotrigger**

**Community Manager**  
**Toni Domínguez**

**Testers**  
**Toni Domínguez**  
**Guillermo López**  
**Rubén Agnès**  
**Víctor Canas**  
**Gregori Valero**

**2D Art Animators**  
**Toni Coll**  
**Ivan Megino**  
**Nil Martínez**

**Audio Director**  
**Damián Sánchez**

**Controller Props**  
**Nicolae Berbece**

**Art Assistants**  
**Gina Schreuder**  
**Elena Maria García**

**Special thanks**  
**Ramon Santamaria**  
**Marisol López**  
**Edgar García**  
**Joan Tuset**  
**Marc Orcera**  
**Marc Parra**  
**Lluís Samper**  
**Curro Rueda**  
**Jennifer Rizk**  
**Samuel Molina (Fukuy)**  
**Victor Matute (Pazos64)**  
**Fernando Prieto**  
**Eva Gaspar**  
**Ramon Nafria (Nae)**  
**Jim Sterling**

**Institut Català de les**  
**Empreses Culturals**  
**Escola Pia Balma**  
**CEU Barcelona**

**Our Families and**  
**Friends!**

**And You!**







# KICKSTARTER

## An adventure through the crowdfunding ocean

Campaign   FAQ   Updates 17   Comments 58   Community

About this project

Share this project

Support this project

Pledge \$5 or more

Supporter

We highly appreciate your support of our game and your name will appear in the credits.

Keep informed on the progress of Caveman Warriors. By backing at this level, you'll have access to our backer updates.

You will also get an exclusive kickstarter digital wallpaper.

INCLUDES:

- Your name in the credits
- Get backer updates
- Exclusive Kickstarter Digital Wallpaper

ESTIMATED DELIVERY  
Jun 2017

9 backers

Backer report

NO SURVEYS SENT

Pledge \$12

Up to 4 players

PLAY

**CAVEMAN WARRIORS**

Caveman Warriors - Multiplayer Platformer

Barcelona, Spain   Video Games

**\$11,205**  
pledged of \$10,000 goal

**359**  
backers

**CAVEMAN WARRIORS**

CROWDFUNDING





February 15, 2017 is a date written in stone for us as it is the day we started our Kickstarter campaign. There was a huge first sprint as 25% of the funding we needed was achieved in less than 24 hours. That made us believe even more in this project.







We also uploaded a demo that people could download via Gamejolt and itch.io and the Kickstarter webpage itself.

Funny story, one of the students Jandu (the boss) is a teacher to, downloaded the demo and went inside the files to access some levels that were only available for press. We changed some scripts to fix that as fast as we could.

We had a hard time deciding the rewards as some of them could involved changes in the game. At the end, we had the following rewards:

REWARDS	\$5	\$15	\$25	\$35	\$60	\$100	\$350	\$750	\$3000
Your name in the credits	X	X	X	X	X	X	X	X	X
Backer Updates	X	X	X	X	X	X	X	X	X
Exclusive Digital Wallpaper	X	X	X	X	X	X	X	X	X
Number of copies		1	1	1	4	2	4	5	25
Digital Artbook			1	1	4	2	4	5	25
Original Soundtrack			1	1	4	2	4	5	25
Beta Access				1	4	2	4	5	25
Portrait in a pre-historic style						X	X	X	X
Your portrait in the credits						X	X	X	X
Your portrait used in-game							X	X	X
Design a new secret level								X	X
Design a Boss									X



# KICKSTARTER

The live action trailer for the crowdfunding campaign was extremely fun to record. We went to Cova de Can Nadal, a cave in a mountain about 30 minutes by car from Barcelona. We knew this was old school and would make us different from other projects. It was january so the weather was preety cold. Not the most ideal thing for a caveman attire...



The body of the arcade machine was made using polystyrene, not the best idea considering how windy that day was. Some pieces of it were sent flying and they could even break by being bent too much. But after all, we were able to record the trailer while keeping everything intact.





At the end, the dream came true. When we come back to our Kickstarter page and read that 359 backers pledged \$11,205 to help bring this project to life, we realise what a roadblock we were able to smash.

March 14



**WE GOT FUNDED !!!!**

**YES!!!**

Thanks you, we get FUNDED.

Now let us aim for the first stretch goal, you awesome people!

From the bottom of our hearts, we want to once again say thank you to our backers, those who made this a solid reality. Without you, we would not be here today. The game would have probably been delayed, worse or even canceled. You helped us bring this idea to life and that is why we owe you more than your backer rewards.

March 17, 2017

Successfully raised \$11,205 with 359 backers



**KICKSTARTER**

**These awesome backers supported us with +100\$!**



**GENERA™**  
G A M E S



**Eiden Marsal Zamora**



**These awesome backers supported us with +100\$!**



**Joe Campolo**



**Souldin**





**Silvia Sentís**



**Quico Amorós**





**Benedikt Betz**



**Revek**



## SPECIAL THANKS TO OUR BACKERS

Adcto  
Nabi Ferrer  
Picas  
Tito  
Robert Teixidó  
GD Consult  
Gokai  
Robert Kuba  
Gideon Chus  
Alexander 'Eefrit' Permyakov  
Jan F. 'Tewam'  
Mat "NitroWeasel3k" Everman  
Nick "Z3r0PNG" Pierce  
Sean "Rainkore" Piper  
Ryanmiller70  
AtlasCrown  
Icypika  
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Dellar the Gamer  
Dragon (Kenneth Adams)  
Hassan  
Lee Stewart  
Aaron Westover  
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Eric Armijo  
Eric Swiersz  
Sergio Martinez Martos  
Gildem  
Merlin  
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**imjohnblue**  
**Mechanomaly**  
**Joshua dos Santos**  
**Alejandro**  
**Markus "Sc0oby" Schubert**  
**Raizzan Gen**  
**Nathan Muck**  
**SrLiche**  
**La Casa de Banjo**  
**Zaveguin**  
**Myles Hennessy**  
**Nick Schneble**  
**German Pique Garcia**  
**Eduardo Bodegas Garcia**  
**Inacito**  
**Fanboy Bob**  
**Mario Tanguay**  
**Marcos Martinez**  
**Semisoft Studio (Indonesia)**  
**Dacecifo**  
**Scordark**  
**Negritis**  
**Daniel Rogers**  
**NoAgendaShow.com**  
**Alexandre D.**  
**Nathan Robbert**  
**Diana**  
**Jaehoon Jeong**  
**Marc Moreno**  
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**REX ARCADE**  
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**Cody Delorme**  
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**Alex Chimeno**  
**Xodiac the Dragote**  
**Daniel Sanchez**  
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**Wouter Vos**  
**Stefan M. Feltmann**  
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**Iquer Osuna Ramos**  
**Giacomo Russo**  
**Ivan B. Jimenez**  
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**Rachid Belrhiti**  
**Nicolas Cordier**  
**Andrew J. Clark**  
**Vince Luciano**  
**Adoll Studio**  
**Xavi Martinez**  
**mx03**  
**GiaKe**  
**Albert Pujol Girol**  
**Ariel Rosenfeld**  
**douleme**  
**Theodore d stevens**  
**Thomas Beekers**



# KICKSTARTER

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**Badmess**  
**Samantha Nelson**  
**Mario Sousa**  
**Jack Cogen**  
**Mike Hansford**  
**Frank Brustenga Cardenas**  
**Rafa Torres**  
**Emilio Dominguez Gayoso**  
**George Alexander Neufeld**  
**Steve Lord**  
**Nandan Pugalia**  
**Jose Luis Araujo**  
**PJ**  
**Lilith**  
**Julian Goldstein**  
**Ted Miller**  
**Chris Placzek**  
**Javier Sanchez**  
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**Natalie**  
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**Craig Riley**  
**Adam McCormick**

**Robert Gerdion McLaughlin**  
**zack**  
**Jake S.**  
**Ryan Kent**  
**Per-Olov Gothe**  
**04 ult1m4t3 SuXx0r**  
**Ang Wee Teck**  
**Francisco Valero**  
**Erik Carter**  
**Jared Kiknkade**  
**Daniele Pozzi**  
**Causal Bit Games**  
**Jimmy & Matteo UB**  
**Kai Kubicek**  
**Jason Sallis**  
**Sebastian TJ Carstensen**  
**Justin Fennema**  
**Fernando Jasso Anguiano**  
**Whit Johnson**  
**Daniel Henninger**  
**Pavan Anand**  
**Adam Aird**  
**Danny Gribbin**  
**Brock Walker**  
**Valerio Locatelli**  
**Ugly Newt**  
**Zedcrom**  
**Jesus Bosch Ayguadé**  
**Toni Rosa**  
**Éric Verdalet**  
**Ivanovich**  
**Kai Muecher**  
**Toni el colchonero Dominguez**



**David Jimenez**  
**Xavier Belda**  
**Ray San**  
**Noel "dPunisher"**  
**Nil Martínez Codina**  
**aeonphyxius**  
**Camseyevew**  
**James Renno**  
**Miguel Murat**  
**Pete Temple**  
**Thomas Saboy**  
**Marc Agüera García**  
**Jauffrey**  
**Samantha Litz**  
**Max McCallum**  
**Marcel Alsina Clopés**  
**Richard Hebert**  
**Verne Franzsen**  
**Judd A**  
**geemuboi**  
**John McMillen**  
**Shoebacca**  
**Alagos The Guardian**  
**Christopher Birch**  
**Quasi Stomach**  
**jeflump\***  
**Daniel Spencer**  
**Richard M. Reed**  
**Peng Huang**  
**Albert Boguñá**  
**Nicolas Viera**  
**Patricio Andrés Rodríguez**  
**Rojas**  
**Katelyn Wicker**  
**Jonathan Arnold**

**Chase Pritchard**  
**Donovan Powell**  
**Mats Kristoffersen**  
**Víctor Pedreño (@HiboshiU)**  
**Joonas Heinonen**  
**Anthony Loberg**  
**Suomisubbari**  
**Elraro**  
**Steven "Sven" Windsor**  
**Ki estuvo aquí**  
**Wyatt S.**  
**Christopher Hitchcock**  
**David Vega Valeri**  
**Serch López Dorador**  
**Lluís Samper Sanchez**  
**Andrea Diggelmann**  
**Rolf Scheimann**  
**C.S.Strowbridge**  
**Justin Smith**  
**Tonye Myers**  
**Oscar O'Neill-Pugh**  
**Jason Gryn**  
**Skire Wright**  
**Colin Birdwell**  
**Lawrence Calvin**  
**Nicholas Dalmacio**  
**Saulius Vekteris**  
**Marqq**  
**Jean La Montarde**  
**Selth Blackwings**  
**Jaime Chapinal Cervantes**  
**Gurrias U. Vila**  
**Natalie Lee**  
**Silvia Cabria**



# KICKSTARTER

**ChaoticDragon**  
**Calvin Campau**  
**peter norcross**  
**Karl Maly**  
**Ethan Michel**  
**Phillip James**  
**Jesus Maria Mendez Perez**  
**Maximiliano Barroso**  
**(Aturdido)**  
**Nakia Sanchez Ruiz**  
**Pablo Sancho Fernández**  
**David Eradus**  
**Kovuviw**  
**zaddum**  
**Christopher Brahm**  
**Mark Gummo**  
**Cameron "Yabadabajew"**  
**Yourist**  
**Graeme Nordell**  
**Jordan Holloway**  
**Dylan Kauling**  
**Ismael Nieva Gamez**  
**Lusipher Diablo**  
**Alejandro iino Perez**  
**mandarino**  
**Fearbit**  
**Alberto Jarabo**  
**Roger Francesch Camps**  
**Andrew Fortune**  
**Hugo Sa Ferreira**  
**Paul Krombach**  
**Tyson Silver**  
**David Gaynor**

**Alex Brebenal**  
**Jonathan Trautman**  
**Ph0Sk**  
**Simon Chartrand**  
**Marcel Pegel**  
**Ruben**  
**Richard Hodgson**  
**David Wagaman**  
**Santiago Vites**  
**Randall McKenny**  
**Fermin Serena Hortas**  
**Irene Tudela**  
**Nathan "NXSeven" Frisson**  
**Thomas Jansen**  
**Timmy Petersson (FishOfPain)**  
**Linda MacKellar**  
**Konork**  
**Ana Guillen Fernandez**  
**Jahmel Gordon**



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